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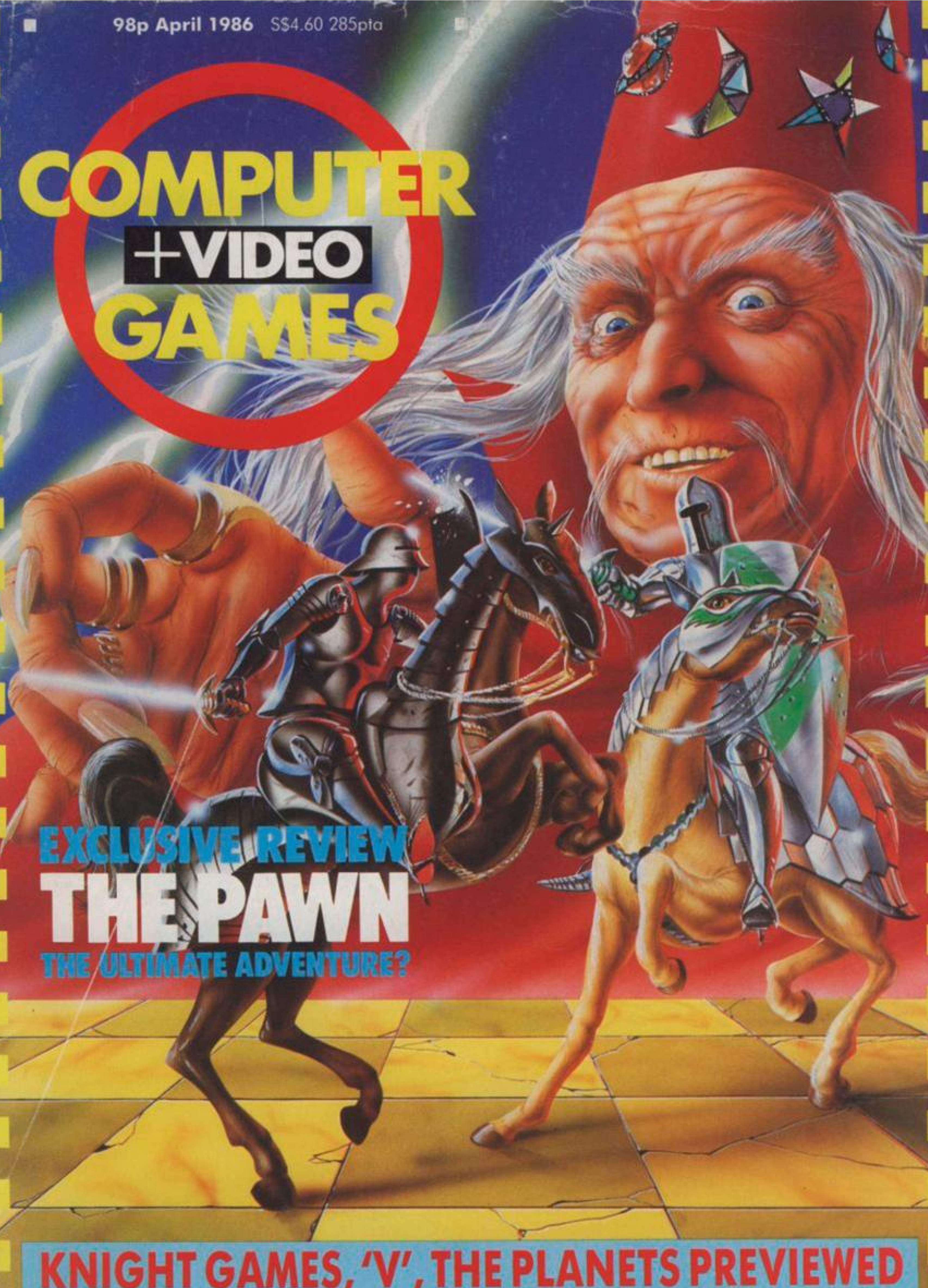

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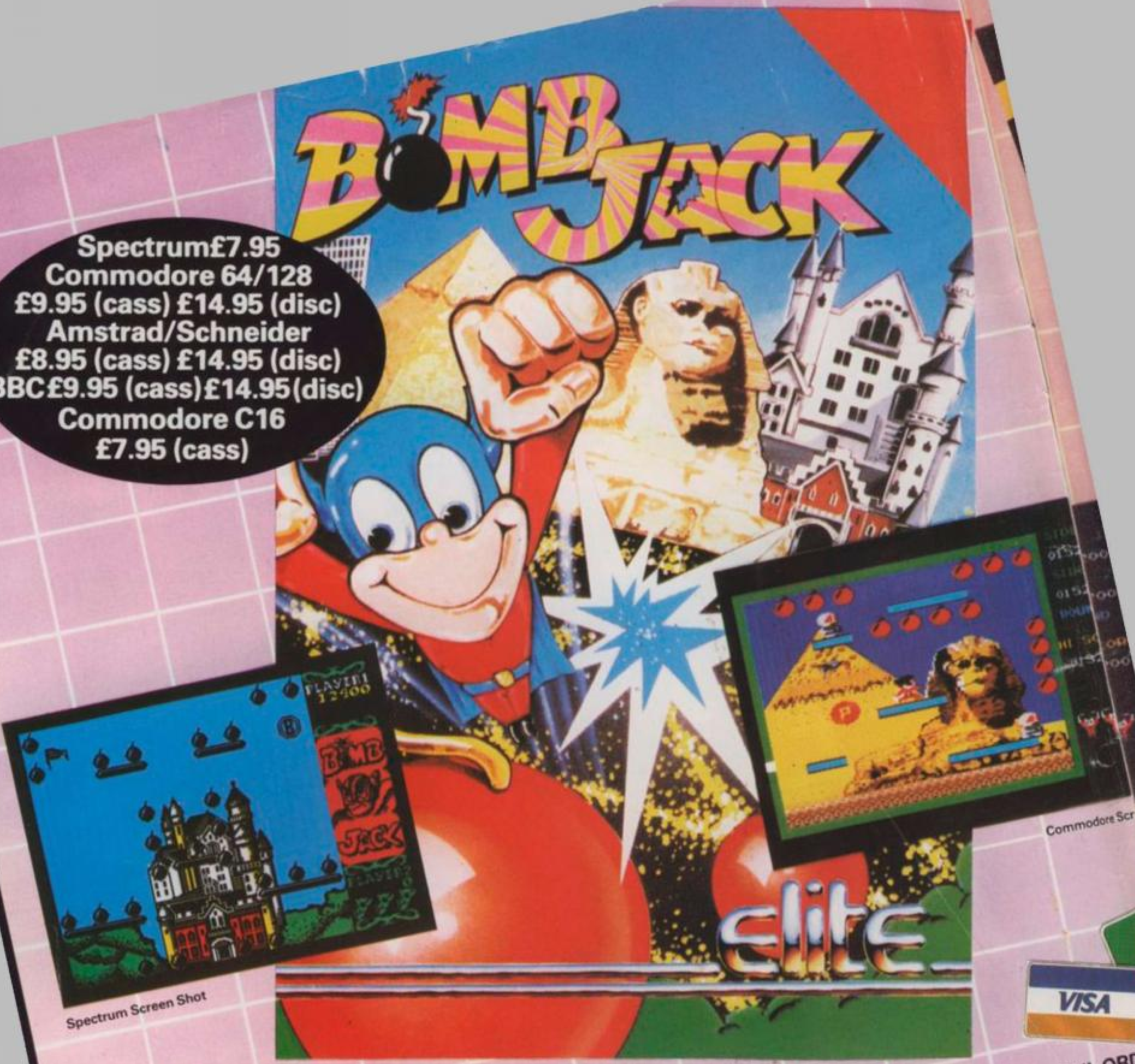

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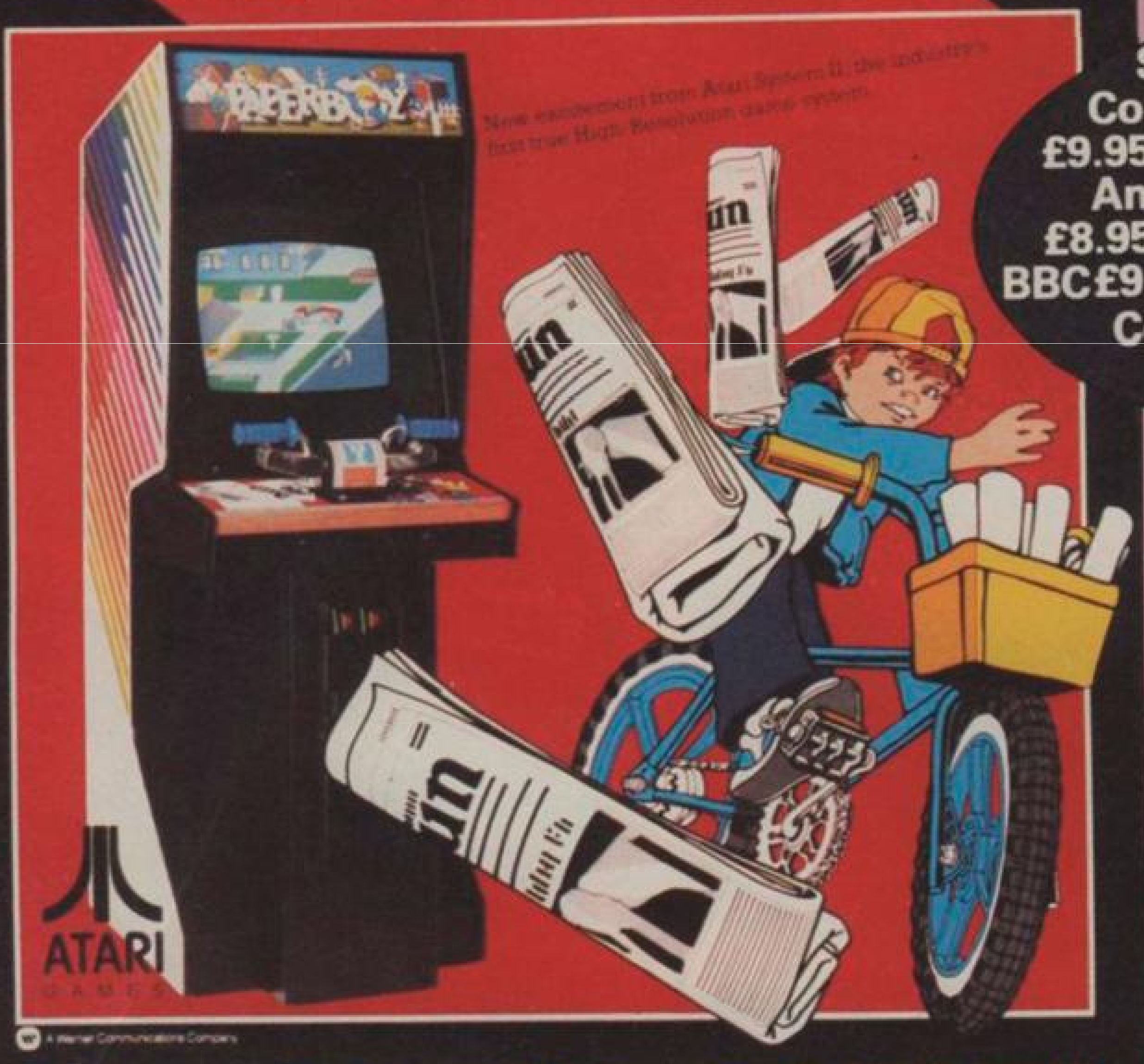

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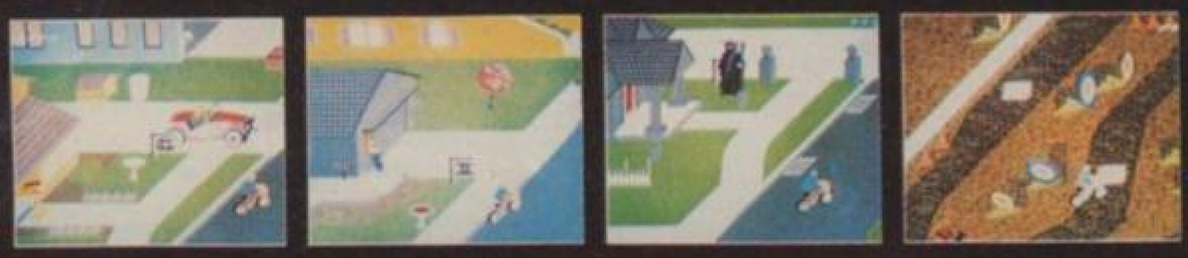

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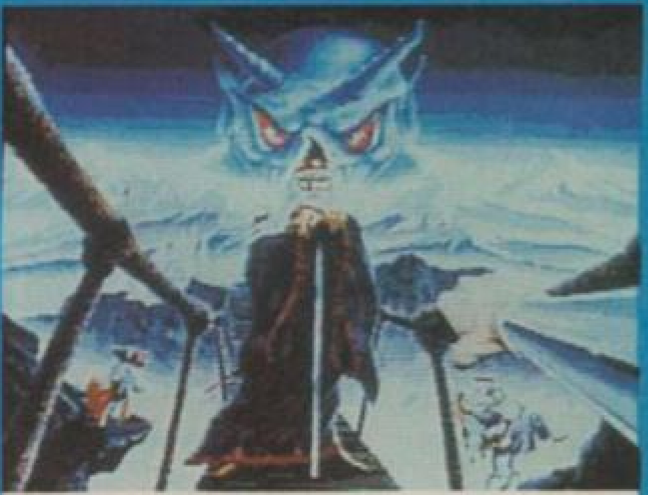
- Zip, zap and mind that trap. Get ready for a spot of **Zoid** zonking. Martech's brilliant Commodore 64 game is *C+VG's* Game of the Month. Don't miss it. And the hits keep coming — *C+VG* ones, of course. There's **Twister, International Karate, Enigma Force** and the excellent **Spindizzy** to delight you.

86 ARCADE ACTION

- Ace Arcade spy Clare Edgeley gets to grips with **Turbo Sub, Gunsmoke** and the **ZX-2000.**



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THIS ISSUE

● You asked for it — so you're going to get it. What is it? This amazing April issue of **C+VG** that's what! We now there's no fooling our readers — even if it is April so here's what you'll find inside these pulsating pages. An exclusive review of **The Pawn — Keith Campbell** goes nuts about a graphic adventure. How can this be? Read all about what could be the ultimate adventure on page 74.

Become a **Zoid Avoider** with our exclusive Games Players Guide — spot the Zoids and beat the game.

Overcome **Mercenary Madness** with our IDEAS CENTRAL special on the game that's sending you all crazy. Hints and tips from programmer **Paul Woakes** will help you escape from the planet Targ with a shipload of credits. And there's a FREE pull-out **Twister** poster based on the **System 3** game that's going to cause quite a stir when it finally appears. **Bruce Springsteen** isn't the only good looking bit of hardware to come out of the USA — there's the **Commodore Amiga** and **Atari ST,** too. We compare the machines and Marshal M. Rosenthal takes a look at some of the software available for the ST.

And that's not all — preview **'V', The Planets** and **Knight Games,** we visit the latest sci-fi role playing complex called **Star Blazer**, there's a mega-Spectrum listing and tape offer, **Rock n' Wrestle** competition . . . how do we get this all in? What more could you want? Of course — the **Bug Hunters**!

"V" PREVIEW/14

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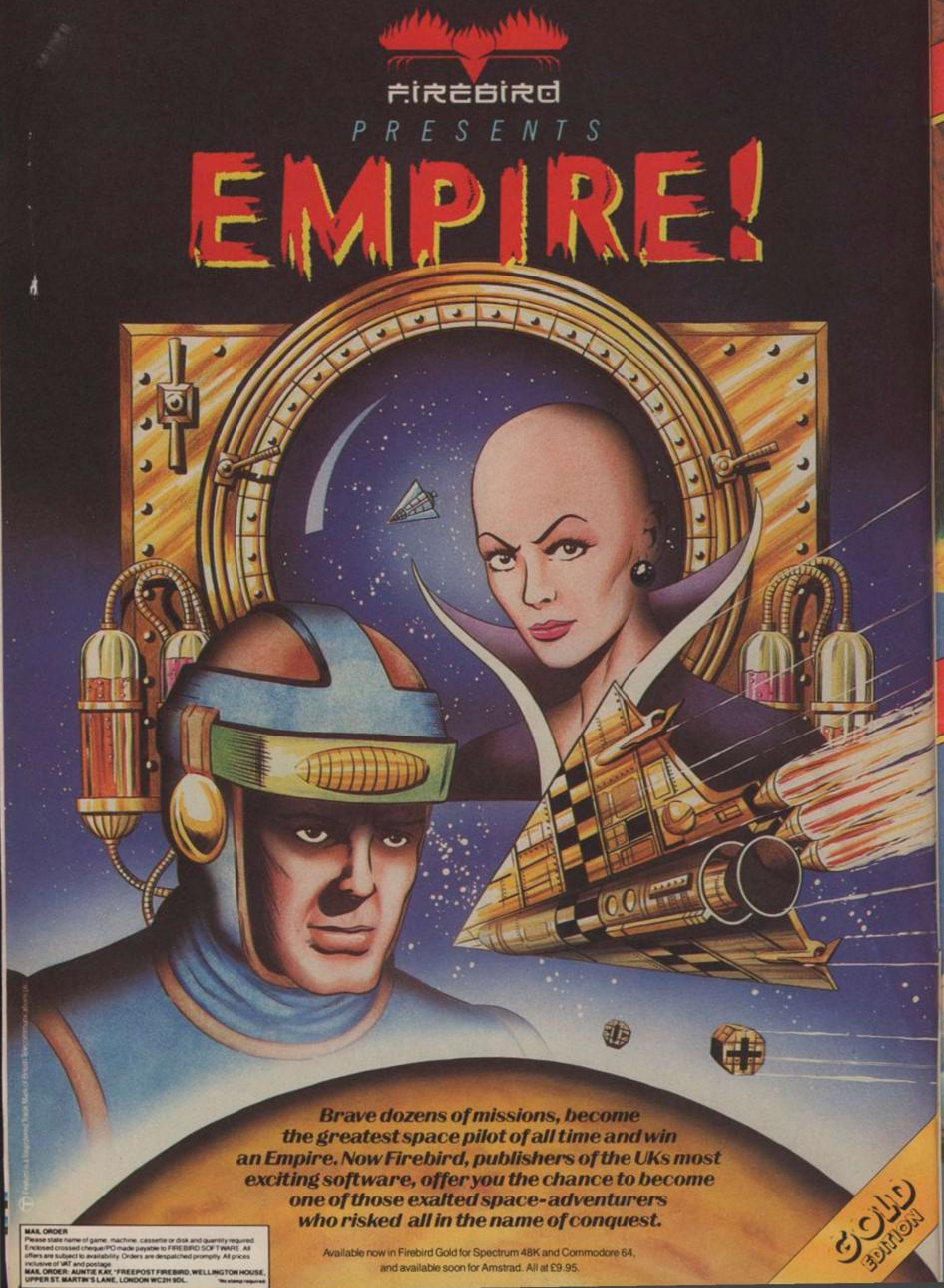

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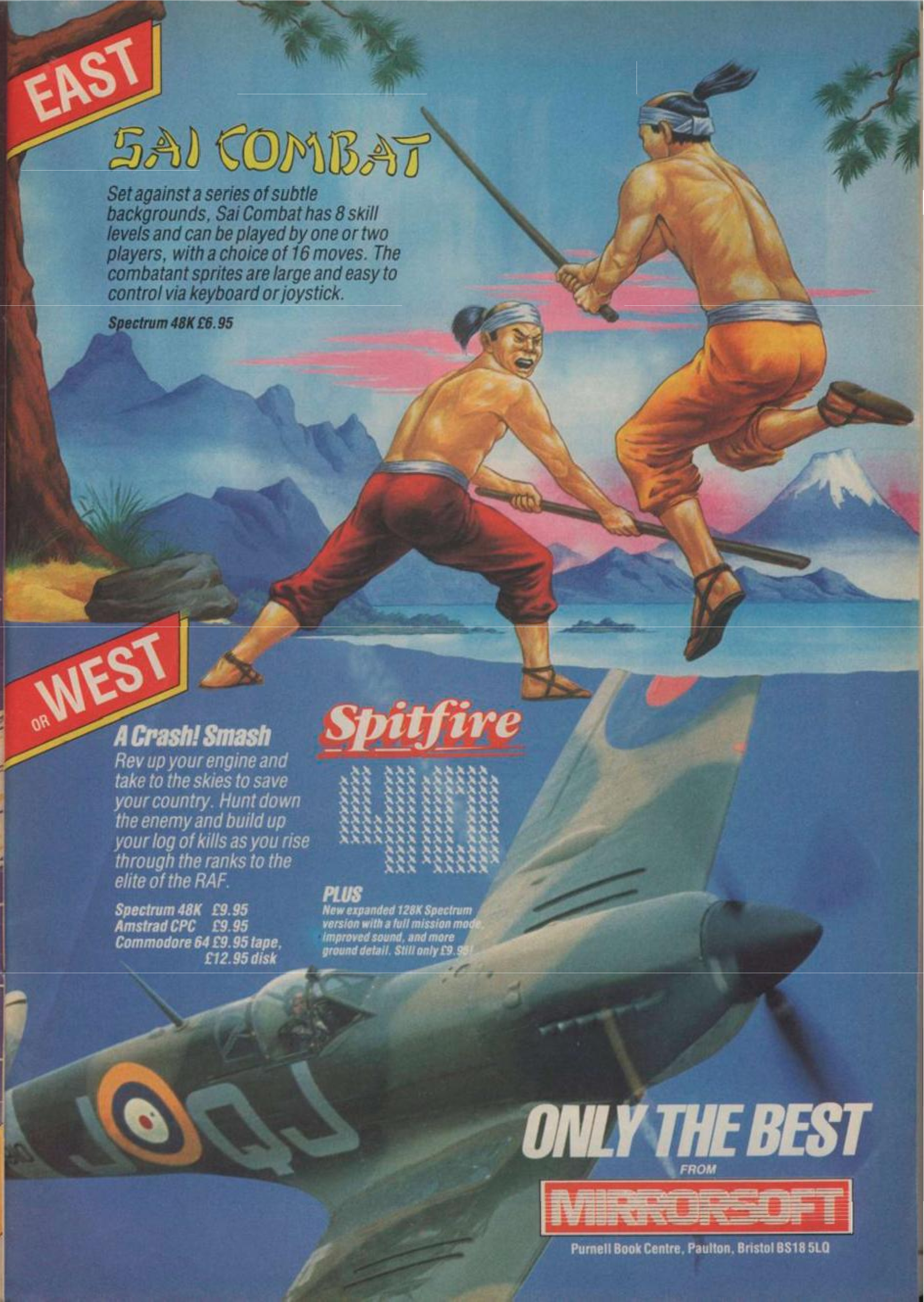

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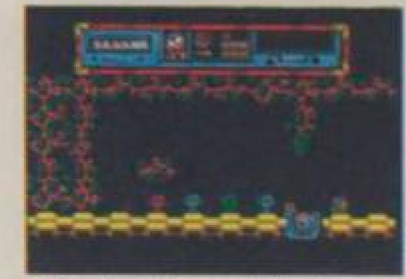
NEWS

Despite hopes that **Questprobe 3**, "The Fantastic Four" would be out by Christmas, changes at Adventure International UK have meant the release date has had to be postponed. The game is all ready to roll, and as soon as certain "I"'s have been dotted, and "T"'s crossed, **Questprobe 3** will hit the software stores. As for our poor competition winners (May 1985) — just hang on a little longer — you haven't been forgotten — and THING will be with you!

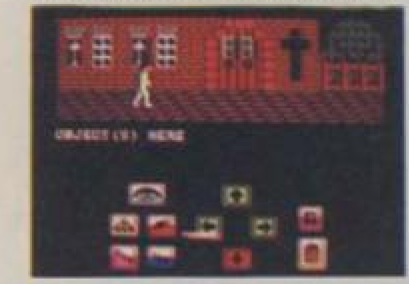


Here's a glimpse of the long awaited **Starquake** conversion for the C64.

It features all the exciting bits from Steve Crow's Spectrum **Game of the Month** with enhanced graphics and sound effects.

It promises to be just as much fun as the original.

Watch out for **Ark Pandora** from **Rhino** on tape or disc for the C64/128. You play the part of a pirate imprisoned for life on a remote island for his murderous deeds. But he's set free on the condition that he helps the islanders defeat the tyrannical High Priest who rules the island.



You don't only get the game in this attractive £9.95 package — you also get a screen designer which allows you to create your own **Ark Pandora** screens. The game itself is an icon driven arcade adventure with Ultimate-style graphics. It's scheduled to hit the streets on March 24th.

PSS has released the Spectrum version of **Falklands 82** and the Amstrad version of **Theatre Europe.**

In **Falklands 82** the action takes place in the northern part of East Falkland Island. The player controls the British Army and there are five levels of play, varying weather conditions, phased game, Naval/Air support, realistic terrain conditions and a full range of command options.

Based around a conflict between NATO and the Warsaw Pact countries, **Theatre Europe** is a frightening simulation of the possible outcome.

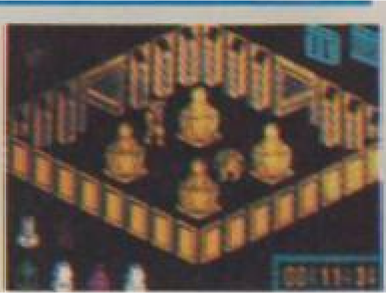
Theatre Europe is available immediately, at £9.95 on cassette and £14.95 on disk. **Falklands 82** will cost £7.95.

Way back in the dark mists of time, a truly awful film was released. Bad, terrible, appalling and deadly were some of the kindest things said about it.

The film was so awful people said it was great, wonderful and fabulous. It was called The Attack of the Killer Tomatoes. It even won the coveted nomination of "the Worst Vegetable Movie of All Time." Some accolade, eh?

The Attack of the Killer Tomatoes shoud have been allowed to rot in peace on the compost heap.

But no, some software house had to go and dig up the idea for a game. So prepare yourself. The Attack of the Killer Tomatoes is about to squash on Spectrum and Amstrad computers. And we can name the guilty people behind this idea — GLOBAL SOFTWARE.



Global proudly boast that the computer game is "the result of at least two day's hard sleeping. The plot line would grace an elephan't cage, but the game is exactly what you've always imagined computer games to be — Fun.

Global tells us the game is about the predicament of Wimp Plasbott — we kid you not — and the troubles he must face alone in the PuraTom processing plant.

Global says: Using unique Vege-Tation programming techniques, this is a program that we can truly say will change the software scene for *ever*.

The game features such essential items as punch card machines, puree tubes, conveyor belts and not a sign of a dragon, kung-fu artist or medieval magicians.

They even suggested a headline for this story — Bloody Mary supplies fall short — crisis in Gro-bag Cultivation. But there is no way C+VG would ever print such a silly thing.

Should you wish to buy this undeniably silly game, it will cost £7.95 for the Spectrum and Amstrad. Global threatens that a Commodore 64 version will follow.

While on a secret mission somewhere in the vast metropolis, C+VG's spy happened across a new game in the making called **The Sacred Armour of Antiriads**. It's a new C64 project being created by a new face at **Palace Software, Dan Malone**.

Dan is a former art student who dropped out and fell into computer graphics. The game scenario is his idea and goes something like this: A mega-conflict has wiped out most of a race of highly advanced beings. They have reverted to a barbaric state ruled by a bunch of Elders who know all about their hi-tech past but want to keep it quiet for fear of more wars. But they have to change their minds when some warlike aliens invade their planet and start taking over the place.

They send their champion — a Conan like figure — off to find bits of an ancient battlesuit which he'll need to defeat the alien invaders.

No release date has been set yet, but the game promises to be a graphic delight and present a real challenge to all your gamesters.

Well it had to happen didn't it? Everyone's favourite chirpy Cockney Page 3 girl **Samantha Fox** has appeared just about everywhere — even on pillowcases! — except in a computer game.

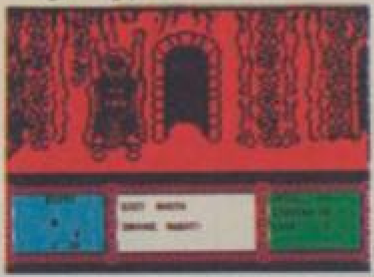
Well **Martech**, are about to change all that. Our Sammy will be the star of a computer strip poker game to be released by the **Zoids** people soon. Sammy told millions of viewers on BBC's Breakfast Time that you don't even have to win the game to achieve the desired result.

Martech say it's all done in the best possible taste. We say your mother wouldn't like it!

Well, you could always hide it under your bed . . .

Heeyyy everybody, here's something really heavee! **Heavy on the Magick** to be precise — now the latest epic from **Gargoyle Games**. It's based on a **D&D** scenario not unlike **Swords and Sorcery** — but that's where the similarity ends. The game — currently planned for the Spectrum — uses huge graphics for the main character, who is yet unnamed. And it's a true interactive graphic adventure. "You can type in an instruction, GO NORTH for example, and the character will walk around until he finds the nearest northern exit," says Gargoyle's **Greg Follis**.

The basic plot of the game is pretty simple *D&D*. You have been banished to this dungeon by an evil wizard who you upset by not getting your round in at the



■ It's cute. It's cuddly. It's a cat. And it also happens to be computerised. Meet the **Petsters**, the latest in electronic toys from **Nolan K Bushnell**, the wizard who pioneered the electronic games revolution back in the 1970s with **Pong**, the TV tennis game.

Bushnell, a 42-year-old bearded American, went on to found the Atari empire. In 1976 Bushnell sold Atari to Warner Brothers for a cool 28 million dollars. As part of the sale he agreed not to develop any electronic toy or game for seven years.

But now that seven years is up and Bushnell, widely acknowledged as the man who introduced adults and children alike into the addictive delights of joystick juggling, is back with his high-tech toys.

Sales of Bushnell's battery-powered furry friends in the US reached 15 million dollars in just six months. Now Bushnell is hoping for similar success in the UK.

On a recent visit to London Bushnell filled his hotel room with his microchip menagerie.

Besides the Petster cat, which will move around in response to handclap commands — it will even purr to order — there is AG Bear, a teddy which talks back to you with electronic bear talk, and a range of hand puppets which all have electronic voices. There's a duck, gorilla, dolphin, turkey, frog and mosquito.

But it is the Petster cats which are the stars of the range.

It has 10 programmed commands which are controlled by claps or the voice. The cat will find you, go away, run around, turn left, right, go backwards, meow and purr when stroked. You can even take it for walks on a leash.

Bushnell only half jokingly suggests that his pets will evenutally replace the real thing. After all, he points out, they don't need food, won't make a mess and there's no need to worry about them when you go on holiday.

The electronic toys are being marketed by Bushnell's new company Axlon, based in Sunnyvale, Calfifornia — America's fabled Silicon Valley.

"At Axlon, we believe that toys aren't just for children — so we've designed everything we market to appeal to adults too.

"There's no reason why grown-up people, who are young at heart, can't enjoy sophisticated and loveable toys of their own if they don't have children of their own, or their kids have grown up.

"Our concepts also fall into the 'executive toy' segment of the market." says Bushnell.

But what next for the pioneer of video games? Has he thought about producing new games?

"When I do something," he says, "I like to do something first. If I returned to the video market it would be with something revolutionary."

The Petster Deluxe costs around £89.95 and the Petster at £59.95. AG Bear will set you back £39.95.

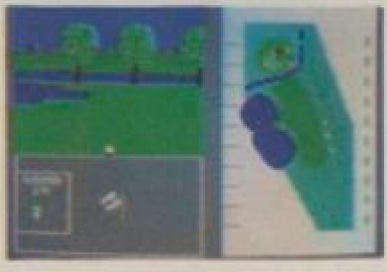
local inn one night — or something to that effect. The dungeon will be populated by nasty monsters and will have four levels. The graphics and animation which *C+VG* saw at a quite early stage are really quite impressive. An extension of Gargoyle's previous style as seen in **Tir Na Nog** and **Marsport**, but much bigger.

The game promises to have a real **D&D** atmosphere too. Greg tells us that he is planning add-on modules for **Heavy on the Magick** to extend the scenario. This will include a castle module and a temple module — based on the Tarot cards. Good news for 64 owners is that Gargoyle are getting together a 64 programming team. So their games will soon be getting a whole new appreciative audience. Watch out for them — and watch out for C+VG's great **Heavy on the Magick** competition coming next issue.

You could win your very own Book of Spells!

■ How do programmers who've never seen a golf course, let alone held a club, create the ultimate Golf simulation? Well, every profession has to have its own little mysteries! But **Arioloasoft's Golf Construction Set** for the C64 promises to be nothing short of superb.

Created by members of the Hungarian **Andromeda Software** team based in Budapest this game has everything the true golf fan could ever want to see in a software simulation of the game.



The game has been under development for many months — and game designer **David Bishop** has been ferrying videos of the televised Golf classics to help the programmers in their task.

The Golf Construction program enables you to build a golf course to your specifications — either your local course or the most difficult championship course — with a three-dimensional view of each hole as you play it.

Four of Britain's top championship courses are also included — The Belfry, Wentworth Old Course, Sunningdale, and the Royal St. Georges, Sandwich.

Gold Construction Set will be available on both disc (£14.95) and twin cassette (£12.95), initially for the Commodore 64.

■ 'Ello, 'ello, 'ello. What's all this then? A computer game based on the Old Bill is it, sonny? That's nice. Created with the help of the Metropolitan Police, was it? Called **The Force**, is it? A strategic simulation of the trials and tribulations of life as a Chief Constable, you say. Hmmm. From **Argus Software** and released first on the Commodore 64 in February. Of course it is, sonny. Now move along please, you're obstructing the next news item.

Unless you want to accompany me to the station . . .

■ Remember **Cauldron** — **Palace Software's** graphic extravaganza starring the Witch, her broomstick and a whole bunch of Pumpkins. The aim of the game was to get rid of the King pumpkin and steal the fabled Golden Broomstick.

Now the witch is back — but as the villain, or should it be the villainess — in **Cauldron II — The Pumpkin Strikes Back!**

If you completed the first game you'll have noticed that one pumpkin escaped. He's back after the witch's blood in this exciting looking sequel created by graphic artist **Steve Brown** and programmer **Stan Schembri**.

As a reward for defeating the King Pumpkin the Witch has been given a vast castle — built right on top of her old small cottage! The idea of **Cauldron II** is to steal a lock of the witch's hair and . . . well, really you ought to wait and see.

You play the part of a cute little bouncing pumpkin who hops around the witch's multi-story 128 screen castle in his quest to defeat her.

The graphics are stunning — and even playing a version without sound, *C+VG's* newshound was instantly addicted to the game. Release date for the C64 version should be some time in early March, with Spectrum and Amstrad versions to follow.

C+VG says this new release from **Palace Software** is one to watch!

■ **Scott Adams** tells us that the next three **Questprobe** games will be marketed and distributed in the UK by **US Gold**. This follows the marketing/distribution deal done by Mike Woodruff's **Adventure International** UK with **US Gold**. Scott's new adventure — following on from the long awaited **Fantastic Four Questprobe** game — will feature the amazing **X-Men** — a team of mutant superheroes well known to all **Marvel** comics addicts.

NEWS

■ After a year of financial frights, cash problems, doom and gloom, **Sir Clive Sinclair** has at last officially launched what is hoped to be his company's saviour — the **ZX Spectrum 128K**.

After the less than successful QL and disastrous C5 electric tricycle. Sinclair has ditched ideas for a business machine and gone for a computer which is first and foremost for games.

At the London launch of the 128, Sir Clive dismissed ideas that he thought it depressing that people just wanted a machine for games. "Most games are an exciting and stimulating use of computers," he said.

The Spectrum 128 will sell for £179.99. Already 30 UK software houses and peripherals companies have new products for the machine. Most of the games available are just updates of existing Spectrum 48K games, but there are several new games.

And, of course, the 128 is compatible with the thousands of games already available for the Spectrum.

Both the internal and operating software of the 128 has been redesigned and it has 128K of bank-switched RAM, allowing programmers a massive amount of memory to, hopefully, produce bigger and more exciting games.

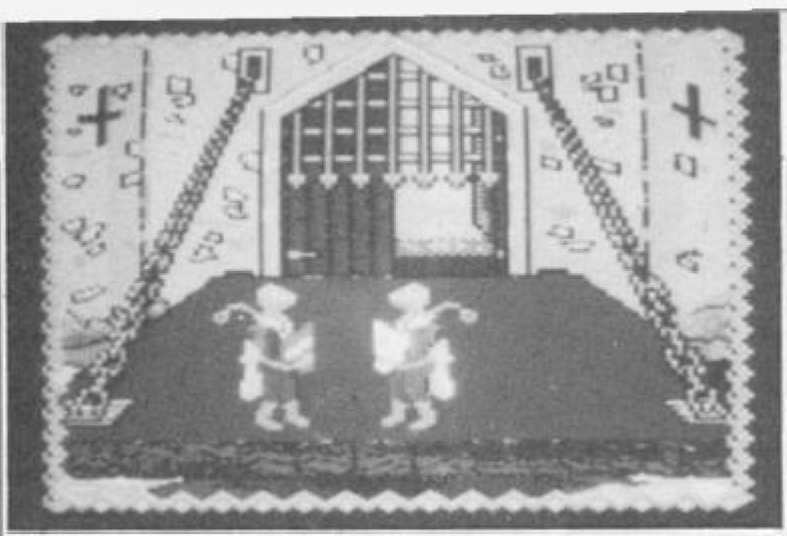
Now for the sound. Gone is the Spectrum's old "beep." A new three voice sound generator chip dramatically improves the sound and music available.

The addition of a MIDI — Musical Instrument Digital Interface — means the 128 can be connected to a music synthesizer.

And the sound now comes from the TV set speaker.

The 128 also has new built-in software, giving the following options on the screen.

- *Tape Loader:* Which automatically prepares the computer to accept a program.
- *128 Basic:* Writing of programs. To help in this task, the Spectrum 128 has a full screen editor and syntax checker which announces when an incorrect line has been entered.
- *Tape Tester:* Which allows the user to select the optimum volume setting on the data recorder to suit the computer.



■ Have at ye varlets! Now's the time to brush up your jousting skills and head for the tournament field in search of fame, glory and perhaps the hand of a fair maiden!

Knight Games from **English Software** takes you back to the golden age of chivalry when men were men, horses were horses and both of them dashed about crashing into each other with large pointed instruments. It's a sort of Ye Olde Daley Thompson's Supertest with six medieval combat events plus two tests of archery and cross bow skills.

Each event requires the mastery of various weapons including swordfighting, duelling axemen, archery, crossbow, quarterstaff fights, ball and chain and pikestaff.

In the six combat games, to successfully beat the computer or the other player, you must score good direct hits in order to diminish the other player's strength (indicated by rose symbols) and thereby reduce his collection of shields. The first player to knock off all ten of his opponent's shields is the winner.

Knight Games will be released in mid-March on Amstrad cassette for £8.95, and will be released on Commodore 64/128 cassette and disk at the end of March. An Amstrad disk version will also be available.

■ For **Swords and Sorcery** fans, **PSS** and programmer **Mike Simpson** say that Advanced Swords is well on the way. This package will include level two of the **Swords** adventure — set in a mysterious castle — plus the advanced players guide, a guide to monsters and objects, plus a set of useful blank cassette labels to use on tapes you've saved characters on. Mike says he's taken note of what people said about the first **Swords** game and has improved the conversation — you can now answer Yes/No questions or tell the Truth/Lie in certain situations. The graphics have been enhanced and there will be 34 monster types to deal with! Level two also has a specific aim — which is to raid the castle. You can play it as a separate game — but you'll need to play the first level in order to complete level two entirely.

HOT GOSSIP

BY TONY TAKOUSHI

I have always been a great fan of car-racing games. It is one of the few areas where there is real room for a definitive version.

The Commodore 64 has a wide range of car games available, *Revs, Le Mans* (a personal favourite), *Pitstop* and *Pitstop 2, Scalextric, Elektraglide, Pole Position, Rally Speedway, Racing Destruction Set* and *Stockcar* being the bulk of what is on the market. **Activision** is now set to add to the list with **Fast Tracks**.

Fast Tracks is a slot-car racing game from Activision. It offers the best of both worlds for the racing enthusiast, a car race and the ability to design your own tracks.

On loading, the player is faced with three options, design a track, race or create a disk. Designing a track is precisely that (more on this later!) and create a disk is the saving of a track you have created so that you can send it to a friend who does not have a **Fast Tracks** program (but he can still play it!).

The racing section of the program offers you a variety of options, there are six present tracks built into the package (924 turbo, Auto Smack, Spaghetti, Speedway, Brick Yard and Switcheroo) and each one can be chosen via a joystick driven menu.

Racing is somewhat different in **Fast Tracks** to the standard track scenario. As you are racing a slot-car you do not really have to steer. This was a little off-putting at first as I saw little skill in simply accelerating and braking.

But **Fast Track S** has a certain flow to it, you must try to keep in the middle of the road to keep your speed up whilst keeping a sharp eye out for the tortuous bends.

Beware of going too fast as this will cause you to skid (very nicely done too!) on the track.

Now onto the design side of the package. Design a track is a fully comprehensive utility that gives almost unlimited mileage to the player. He can design, layout, test, play and erase different play circuits to his heart's content.

This section has three parts to it, the construction board, track parts box, and the operating commands.

Fast Track, is not graphically stunning, it is comfortable on the eye. The presentation is polished and well structured. In fact this is a game that offers a new slant on the traditional car race and in some respects outplays them both for flexibility and control.

It is nice to now that with car design kits like this it is almost impossible to get bored and you can send your tracks to your friends so they can enjoy your personal little 'bits'.

If you are looking for an enjoyable afternoon's racing with that personal touch, buy this package.

Activision have yet to set a release date or price for **Fast Tracks**.

■ It's French. It's fantastic — and it's going to be the hottest Amstrad game since **Sorcery**. It's called **Crafton and Xunc** and will be released in the UK by *PSS* — better known for their wargames. Crafton was created by **Remi Herbulot** whose other claim to fame is **Macadam Bumper**, the pinball simulation. In fact the punk featured on Bumper's loading screen plays a star part in this extremely colourful and totally addictive arcade adventure.

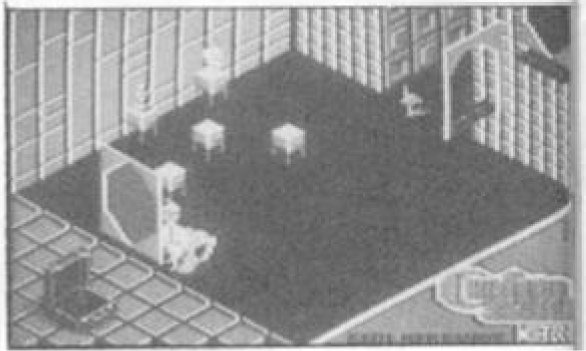
But who are Crafton and Xunc anyway? Crafton is a sort of super secret agent android. Xunc is his sidekick — a one legged, large headed podocephalus. Crafton wears a silly ski-hat which makes him look a bit like Noddy.

Anyway, the basic idea of the adventure is that the world is being threatened by a monster weapon and Crafton has to prevent all that destruction by discovering the control chamber of Zarxas, the all powerful world ruling computer, and destroy it using a special code.

Crafton must discover the code by finding eight scientists within Zarxas complex.

The game follows pretty traditional 3D arcade adventure style but with really colourful and exciting graphics. If you've got an Amstrad then as soon as you see this game — get it!

Watch out for *C+VG's* special Crafton and Xunc map and our inside look at more French games.



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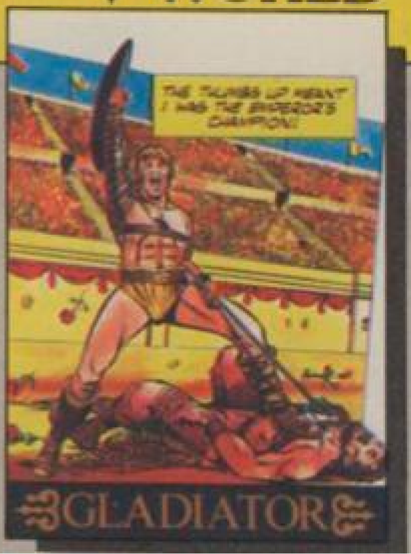

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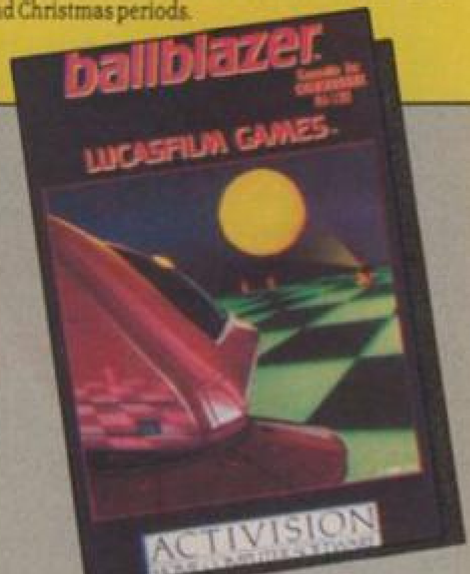

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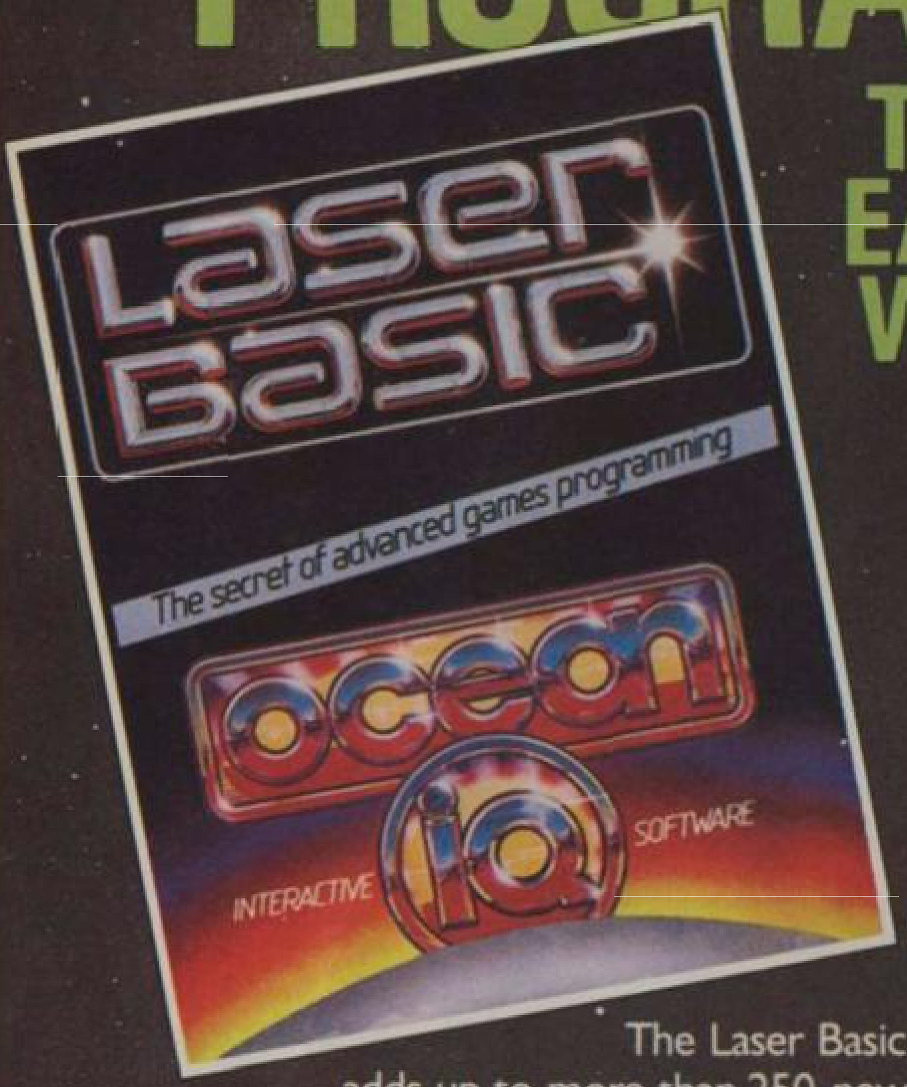

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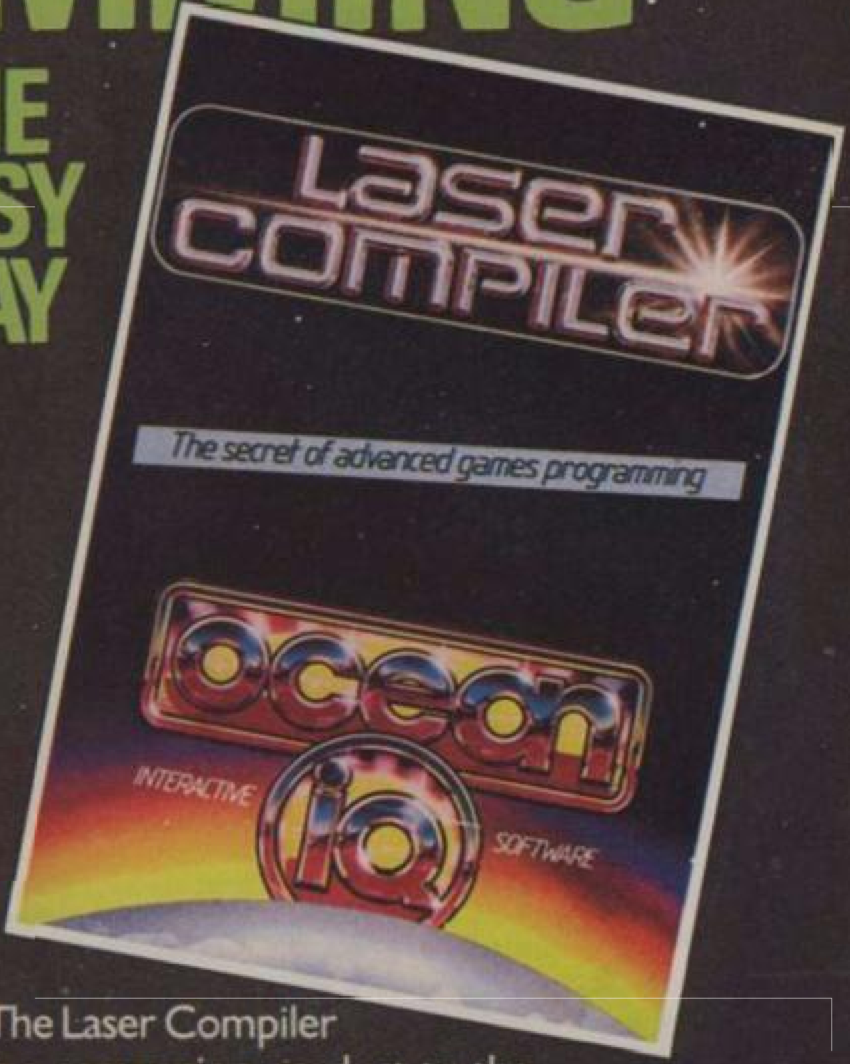

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THE PLANETS

What with the return of Halley's Comet and those amazing pictures of Uranus from Voyager 2 the subject of astronomy is foremost in the minds of many people right now.

If you were the only person in your street not to get a glimpse of the comet you might be feeling a bit sorry for yourself. But never fear — *Martech* is here!

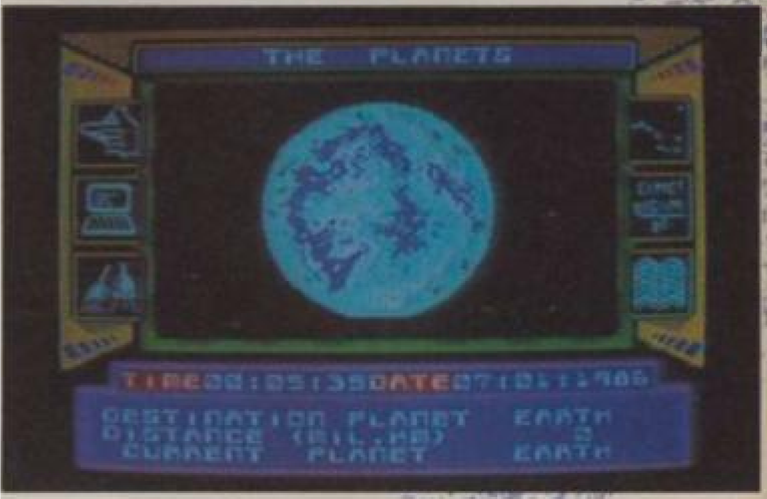
With help from *Heather Couper*, President of the British Astronomical Association — but better known as presenter of Channel 4's *The Planets* series, Martech are planning to take you on a voyage of discovery through our Solar System.

***The Planets* features some stunning graphics based on the pictures beamed back to Earth by Voyager during its progress through space. Voyager was launched way back in 1977 and has been sending information about the planets in our Solar System every since — the latest being the amazing pictures from Uranus.**

You'll be able to follow Voyager AND make trips down to the surface of all the planets using your trusty interplanetary computer — all without having to go into suspended animation for months and months!

***C+VG* didn't have to travel to the ends of the universe to find out more about Martech's latest game. Just as far as Greenwich in London where Heather Couper was getting an exclusive preview of the game from Martech boss David Martin.**

Here's what Heather and C+VG found out about the computerised universe.



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TIME 00:05:35 DATE 07:01:1986
DESTINATION PLANET   EARTH
DISTANCE (MIL.KM)        0
CURRENT PLANET       EARTH
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It is 1999. The world is thrown into chaos by an ever increasing number of natural disasters which seem to threaten the survival of life itself.

Massive earthquakes and volcanic eruptions. Tidal waves. Floods. Hurricanes. Drought. Into this chaos, an alien life force makes its presence known.

A small metal capsule plummets through earth's atmosphere unscathed. It contains a map of the solar system and shows the position of eight similar capsules, one on each of the eight remaining planets, Mercury, Venus, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto.

A radio signal is received from deep space. When analysed, it is found to form the basis of a computer program. The program is loaded into a suitable microcomputer. There are in instructions but it is obviously of great importance. Can it be understood? The capusles (if a player can recover them) are found to be sealed. Engraved on each capsule is a different message — a clue perhaps?

There is some form of combination lock which may be adjusted. How can the capsules be opened? What will the capsules contain? The disasters on Earth increase in frequency. A spacecraft is prepared to recover the capsules.

It's your job to leap into the spacecraft and travel to the planets in turn, discover the other capsules and interpret their mysterious message.

You must attempt to recover the capsules and make sense of the problems before them. Even if the capsules are opened, will you be able to cope with what they contain — the solution to the survival of life itself!

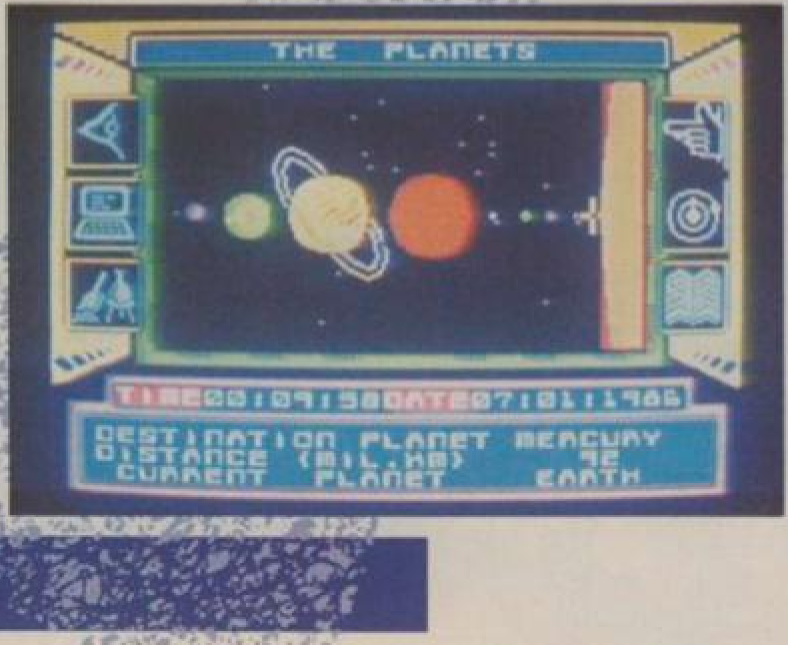
As well as all the travelling about the universe you're going to have to do, there's the little problem of that alien computer program which was beamed at Earth. You get a copy of this program with the main game. And beware — it's packed with some weird and wonderful logic puzzles. It's all written in an alien tongue — so the first thing to do is work out what all the symbols and icons mean and what effect they have.

You can access the icons — but what do they do? All you see is more alien mumbo-jumbo! This isn't easy — and the program contains some vital clues to the main part of the game. If you want to be in the running for the mega prize which will go to the first person to crack the game then you're going to have to get into heavy logic mode.

But here's a tip — our IDEAS CORP language droid tells us that some of the alien words look suspiciously like English . . .

We're told that the prize could well be a hi-tech telescope as recommended by Heather Couper. Too late for comet watching but there's still lots of interesting things to watch the skies for.

Meanwhile back at the main game you'll find that it too is controlled by icons. Accessing



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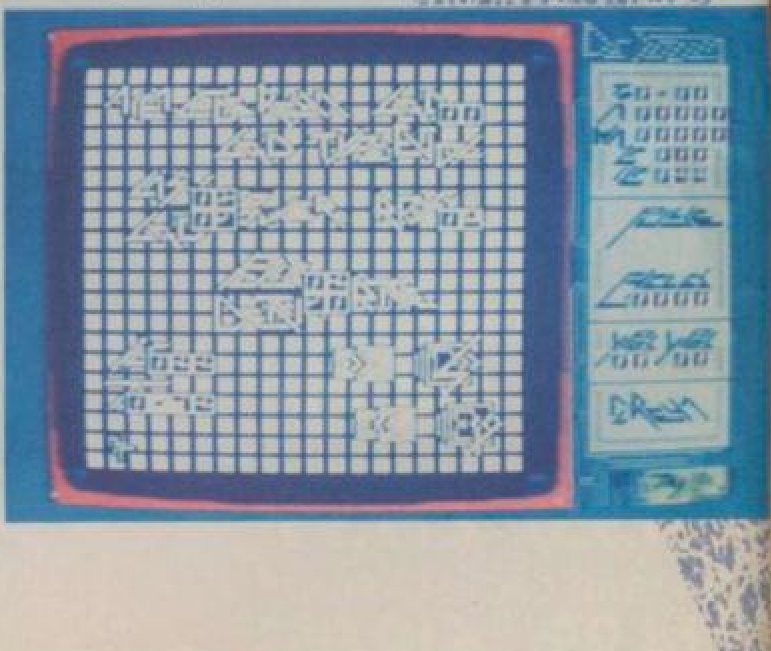
TIME 00:09:58 DATE 07:01:1986
DESTINATION PLANET MERCURY
DISTANCE (MIL.KM)       92
CURRENT PLANET       EARTH
```



these icons calls up other options or windows which include various types of useful information.

These icons — marked out on our screen shot — include:

- SEARCH: Permits investigation of clues and objects received from outer-space from alien life
- COMPUTER: Includes options of: a) Suspended animation and travel to current destination planet (arcade section). b) Assistance with detachable landing craft for attempted landing on planet surface. (arcade section).
- SAMPLER: Which samples: atmosphere, surface material of the planet you're currently on. Analysis is displayed in detail by means of colourful bar charts.
- MAPS: a) Long range. You move a cross hair over planet you wish to select as current destination and the name and distance will be displayed on the instrument panel. b) Short range map displays current planetary systems showing satellites/moons, etc.
- DATA: Displays in animated form wherever possible, data of current planet. Includes: Gravity — comparison with Earth. Sidereal Period (Earth days). Sidereal Rotation Period (days or hours). Density and radius.
- INFORMATION: Text/graphic based information about current planet, to include general descriptions, suitability for life forms survival, etc.

The icons are ranged down the right and left hand side of the screen and are accessed using the joystick or keyboard to move a pointer.

The centre of the screen is devoted to a main view of the planet you are visiting — either from a geostationary orbit, or after you've landed, from ground level. Graphic artist Malcolm Smith used NASA pictures from Voyager to get the surfaces of each planet looking as accurate as possible.

Beneath the main screen is an instrument panel which relates to the mothership or lander — depending which craft you are using.

Heather Couper commented: "This is terrific. I didn't think you'd be able to cram the whole Solar System inside a Spectrum! The graphics are great — the whole idea is just brilliant. And if it makes more people interested in astronomy, well, that's great too!"

More than a game, not just a simulation, **The Planets** will grip your imagination and take you boldly where no computer game has gone before.

- *The Planets will be available from March for the Spectrum at £9.95 with Amstrad, C64, and BBC versions to follow.*

V stands for Visitors. **V** stands for TV series. **V** stands for the latest licenced game from **Ocean**. You've all seen the glossy adverts appearing in *C+VG* for several months now. Was the game going to be another **Streethawk** or **Knightrider** we asked ourselves? Lots of pretty adverts but no sign of a game?

We decided to take a trip down to the south coast seaside town of Brighton to discover if the game of the TV series was really taking shape. We're glad to report that **V** DOES exist — more to the point it's looking good. Very good.

If you've not seen any of the **V** series — which was launched with three movie length features back in 1984 — here's a brief rundown of the plot.

There's this bunch of alien Visitors who come to Earth. They start off being quite friendly. All they want is some water for their dehydrated planet, they say. Everything looks pretty cool — us Earthlings are lulled into a false sense of security. After all these aliens look remarkably like refugees from **Dallas** and **Dynasty** — all glowing tans and whiter and white smiles. But it all goes sour when someone discovers that these aliens are really Lizards cunningly disguised as humanoids with some amazingly lifelike latex masks!

And what's worse, they've got a sweet tooth for honey coated human beings for breakfast. The water is just a side issue — what they REALLY want is human flesh! ARGHHH!

Well, *are we going to take this lying down guys? Of course not* — and a resistance movement is formed to stop the Vistors taking over Earth and turning it into a giant fast food factory . . .

Meanwhile back at the game — which is being written for the Spectrum, 64 and Amstrad by the **Softstone** team of programmers under the direction of games designers **Tony Knight** and **Grant Harrison** — you take on the guise of resistance leader Mike Donnovan.

Mike is armed with a high powered laser to deal with the many robot guards which inhabit the **V** ship. He also has acquired an alien Communi-Puter which enables him to hack into the mothership's computer and pick useful intelligence information. He can also use his Communi-Puter to send false messages to the computer and upset the alien security system within the ship. But this can be dangerous as the computer can then pin-point his position within the ship.

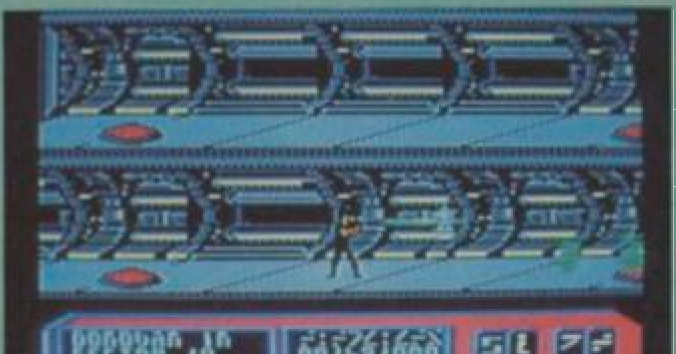
Below the main screen are the information/message window which displays messages coming from the ship's computer. You can hack into this and play about with the messages. This is also used as the "code cracking" window. Centre screen is a status readout with a clock which uses "alien" digits which you have to interpret, a score readout in normal numbers, a lives left indicator plus bar-graph power readouts for you oxygen and laser energy.

Alongside these are the Communi-Puter's function keys — again represented by alien creatures. You have to work out what they mean and what they do.

The graphics and animation on all three versions of V are excellent. The Donnovan character owes a bit to **Impossible Mission** — but instead of performing an acrobatic somersault he can do a really nice judo style roll along the ground to outwit the robot enemies.

You'll be able to play the game on two levels — either as a straight shoot 'em up or as an out an out stragegy game. You can get high scores doing both. But the ultimate challenge will be to destroy the reactor and computer centre in the fastest possible time — escaping safely as well of course.

V is a huge game with enough depth to keep you glued to your small screen for months. But you're going to have to wait a bit longer for it. So start saving the £9.95 you'll need for a copy now. You won't regret it.



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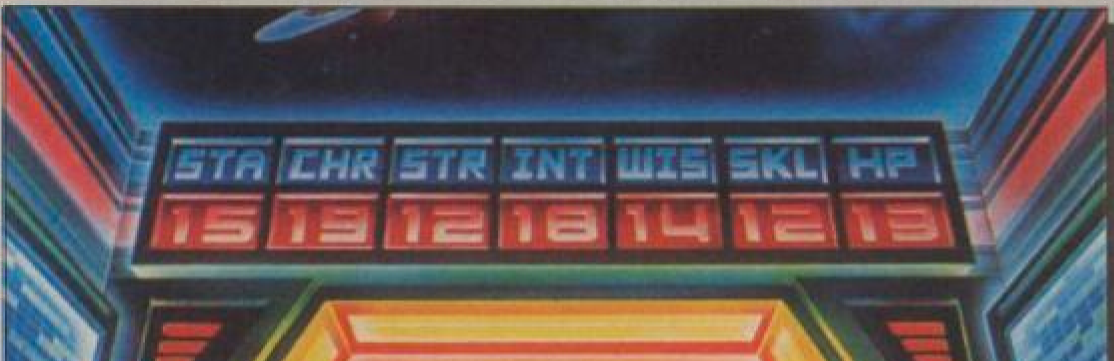
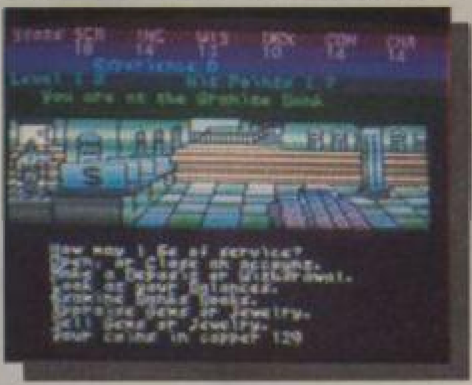
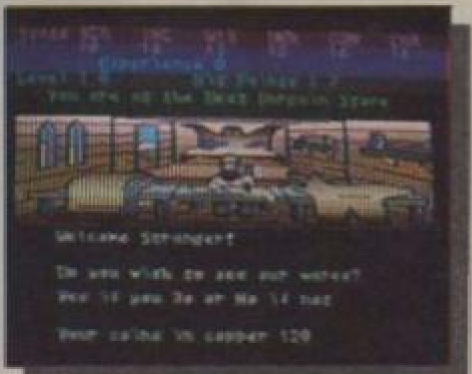
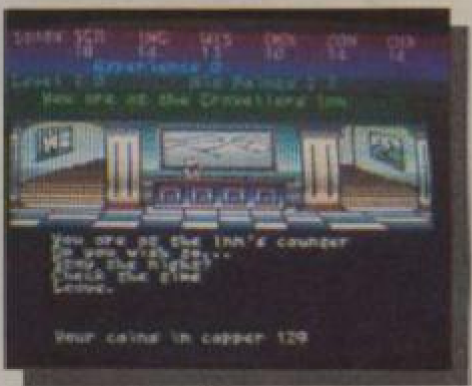



How may I be of service?

Your coins in copper 129


Welcome Stranger!

Your coins in copper 129


You are at the Inn's counter

Your coins in copper 129

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GRAPHICS

Graphically great or do the graphics grate — these marks put you in the picture and let you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud and crystal clear? Or does the noise from your micro sound as though you've got your head stuck in a bucket of mud?

VALUE

Is the game really worth an arm or a leg to buy. Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play — and still be anxious for more. Or will you give up after a few minutes?

C+VG HIT!

Don't miss this if you've any sense. This is C+VG's way of telling you this game is the BUSINESS.

GAME OF THE MONTH C+VG

The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones plus originality.

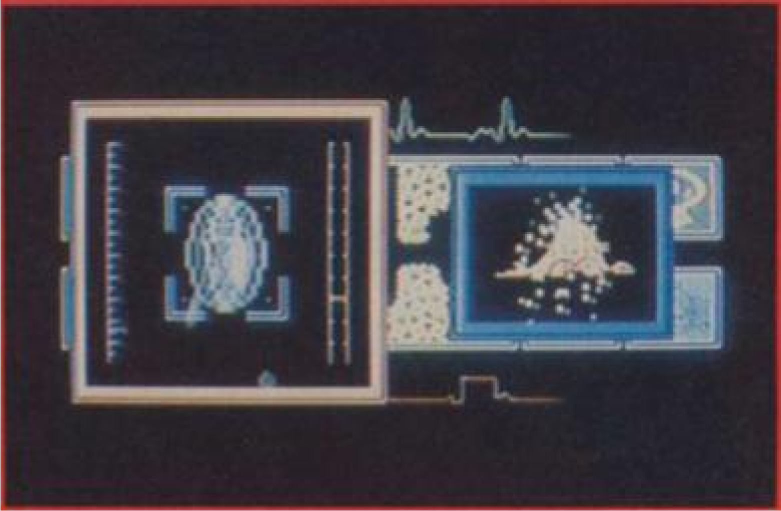
ZOIDS — THE BATTLE BEGINS

- **Machine:** CMB64
- **Supplier:** Martech
- **Price:** £9.95

It's rare that *C+VG* makes a conversion Game of the Month — but *Zoids* on the 64 is much more than a conversion, more of a completely different game!

Binary Vision and the Electronic Pencil Co. have come up with a game which will change your idea of what makes a GOOD game. *Zoids* shows the way games SHOULD be going — it's sophisticated, absorbing and addictive.

At first glance *Zoids* doesn't look like much — just "another" icon driven game. But once you start playing around with the icons you'll find an exciting array of windows spring up to grab your attention.



Rob Hubbard — the darling of 64 music right now — also comes up with some suitably robotic sounding sounds for you to play along with. *Zoids* has all a games player could ask for: action, strategy and adventure.

The basic idea of the game is — as in the Spectrum and Amstrad versions — to rebuild the Mighty Zoidzilla, last hope of the Blue Zoids.

The playing area is divided up into three main areas. A plan view of the map with two sets of icons to the left and right. The icons access various windows and functions. The graphics don't fill the whole screen — but give the impression that you are within an enclosed space within the Zoid.

The map gives a display of your immedidate surroundings, (a tiny fraction of the overall terrain) marking on it enemy cities, mineral mines, power stations, and so on (yellow symbols) and enemy Zoids in red. The blue symbol represents your Zoid.

The result of selecting any other icon in the target-select window will depend on which of the mode icons are active.

Your weapons include a Railgun, which fires metal projectiles at your target, and missiles.

Missiles are activated like this. Accessing the icon opens the "prepare to fire" windows. Load your missile with an appropriate amount of fuel using the arrow icon. Then activate the launch icon at the base of the window. A new set of windows opens.

The large window at the left displays long range views of the elevation (side view) and hearing (plan view) of your missile. At the far left of the window are two gyroscopes together with close-ups of the side view and plan view of your missile which are highlighted in white when selected.

Jamming electronic signals is difficult — but must be mastered! Almost all the Red Zoid installations/weapons can be jammed and rendered useless. Once you've decided to attempt to jam something a window will pop up showing the target signal in the top half and your own output in the bottom half. Your aim is to produce a wave which precisely matches the target wave.

In Navigation mode the map is shown as grey on the black and is overlayed by a yellow, gridded display giving an approximate version of the routes available to you, and any bridges on the routes.

You control an octagonal system of shields. Each of the eight plates protects one of the Zoid's vital functions as represented by the eight segments. As you Zoid incurs damage these plates are progressively weakened making certain systems vulnerable to damage.

You can rotate the plates by using the arrow icon in the centre in order to best protect his most important systems.

There are eight city networks each containing several cities, a raw material mine, a power station and radio transmitters.

Mounting an attack on a Red Zoid city requires some strategic thought. One way to do it is to first attack a nearby power plant causing a power drain and weakening the city's shields.

But this alerts Red defence systems and a missile attack will come your way. You can either attempt to jam the missiles systems — quickly! — or fire off some sonic or heat flares to divert it.

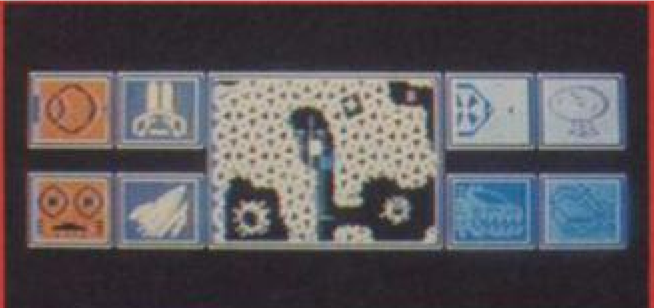
Then wipe out the radio station to prevent your city target getting off an alert message to surrounding cities. If you don't, a lot of Red Zoids will be heading your way as soon as you blast the city — at least this way you get a bit of breathing space.

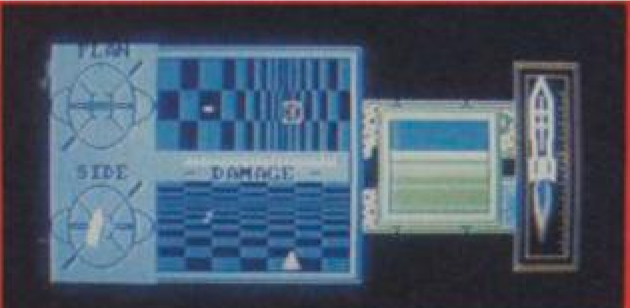
However the city WILL dispatch some Hellrunners to convey the plea for help to other cities. But if you've dropped some mines in their path before you attack then you'll be able to wipe a few of them out.

Then zap the city using your Railgun or missiles.

With a bit of practice you'll soon be dashing around causing all sorts of havoc and enjoying what must be one of the best games EVER for the 64. If you miss out on this one you'll regret it for the rest of the year! So don't.

● Graphics	9
● Sound	9
● Value	10
● Playability	10





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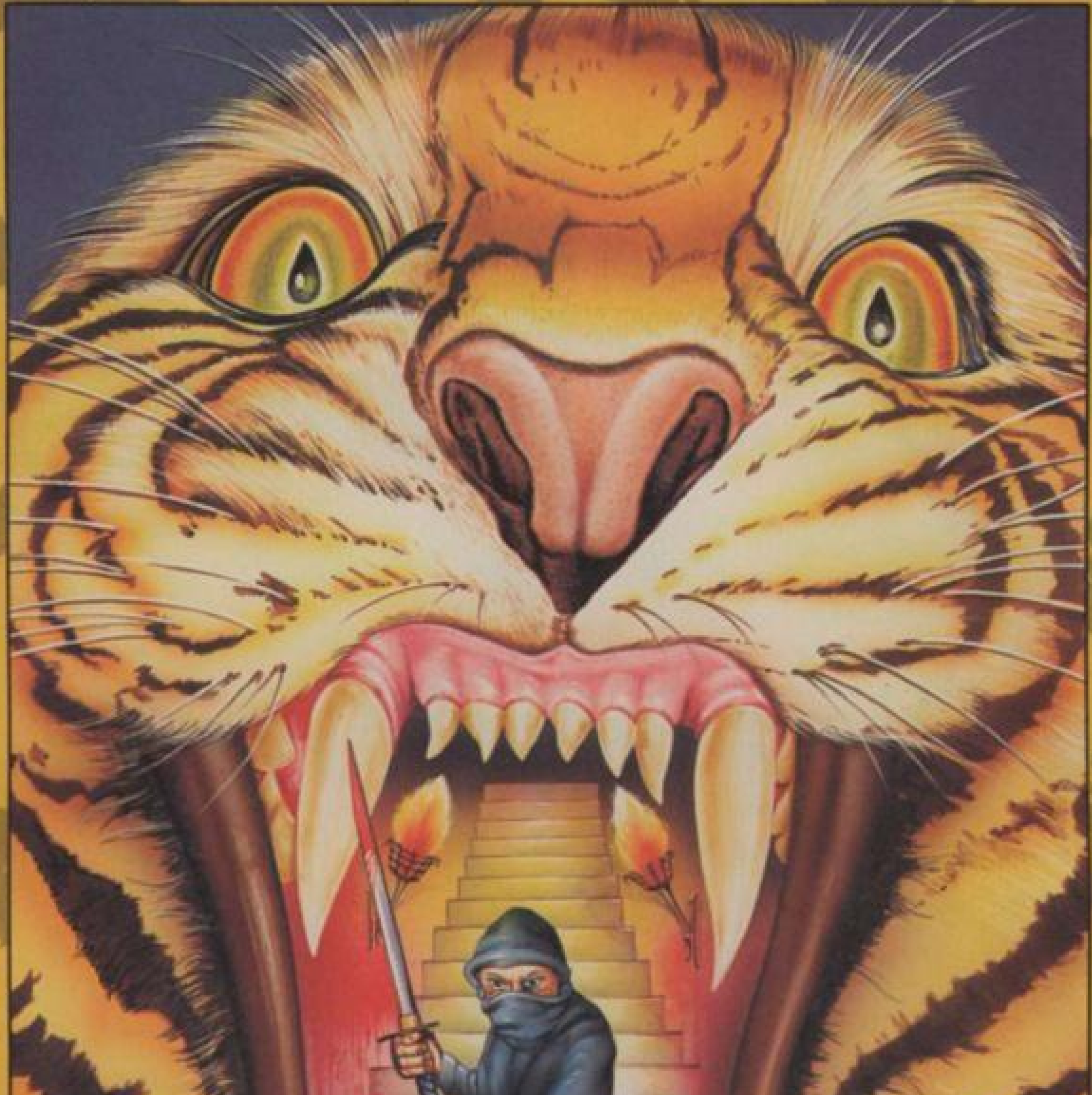
THE WAY OF THE TIGER



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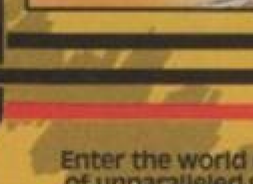

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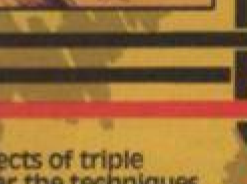

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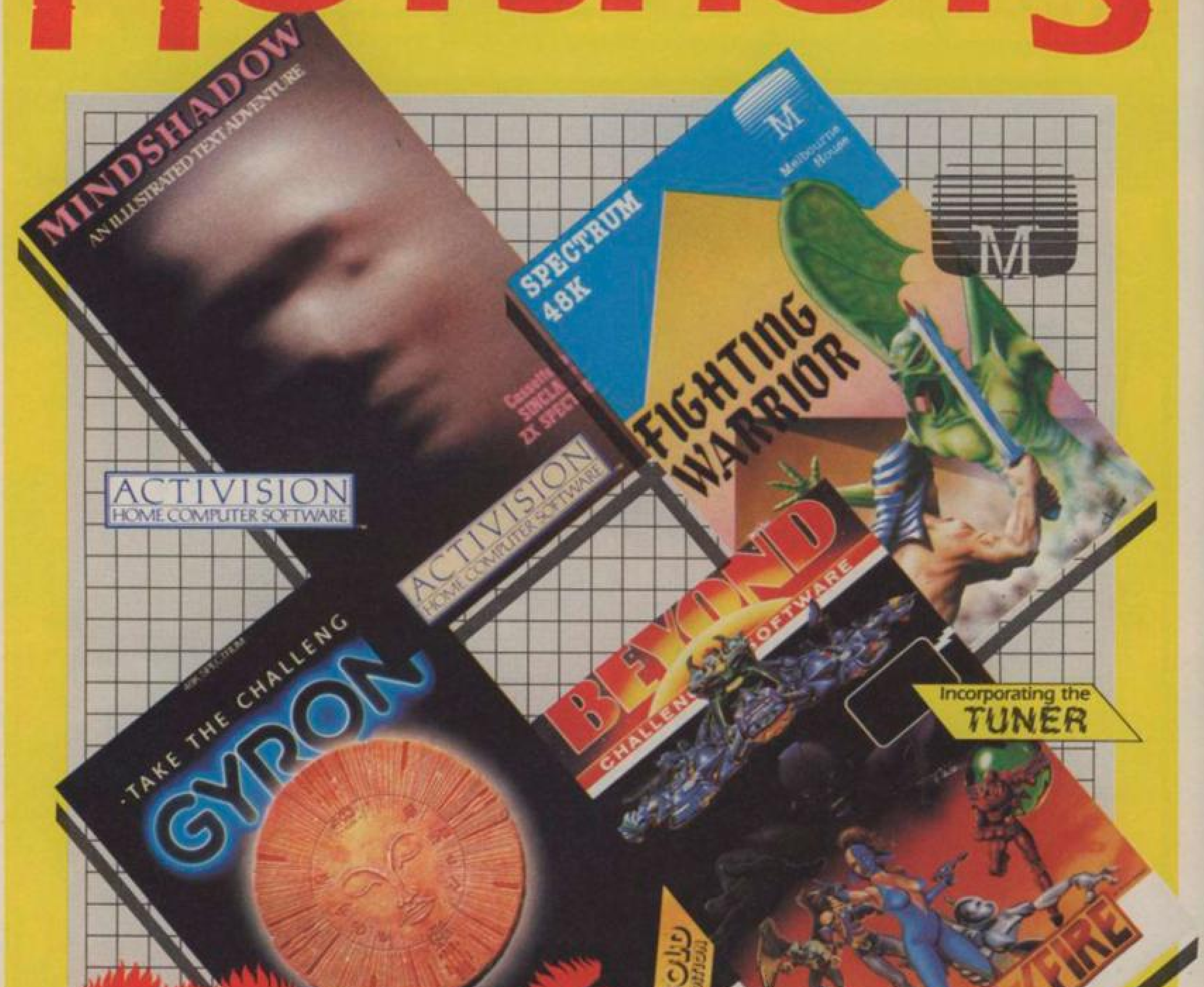
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TAU CETI

- **Machine:** Amstrad
- **Supplier:** CRL
- **Price:** £9.95 (cass) £14.95 (disc)

Now, here's a REAL treat for Amstrad owners. *Tau Ceti* will quite simply blow your minds! A big claim? Well, we don't think so. It's the game that has everything a true games addict could ever want. There's strategy, zapping, fun and excitement all in one package. And if you've got a disc drive you should get hold of *Tau Ceti Plus*, a mega-mix of the game created by programmer Pete Cooke, with extra added features. Here's what the game is all about.

Tau Ceti, one of our G-type stars colonised by Earthlings in the year 2050, has been decimated by a vicious plague called Encke's Syndrome. The few remaining colonists have fled, leaving the robot maintenance systems in operation.

When a cure is discovered, the decision is taken to recolonize *Tau Ceti*. The first expedition, however, finds a malfunctioning defence system, damaged by a huge meteor and is destroyed.

You volunteer to go alone in an armed ground skimmer to return the defence system to normal operation. Your task is to search the devasted cities of *Tau Ceti* and collect the necessary hardware to shut down the massive fusion reactor in Centralis that fueled the planet in order to shut down the malfunctioning defence systems.

The defenders come in the shape of flying saucer craft called Hunters — of varying firepower and vulnerability. There are also things called spheres — like the Rovers in *The Prisoner* TV series. All are extremely unfriendly and potentially lethal.

Fortunately, the Skimmer is heavily armed with a laser, eight heat seeking missiles, eight anti-missile missiles, eight starlight flares, infra-red nite sights, plus shields and a four way *Elite* style scanner to avoid those nasty blind spots.

You've also got an onboard computer to help you work out just what is going on down on *Tau Ceti*!

On loading you see a view of the skimmer's instrument panel. The screen is divided into three areas. The large window of the left is your viewscreen, below that is a long blue area. This is your contact with the Skimmer's powerful computer. At the right of the screen is an information screen which includes a compass and real-time clock along with a message showing the direction of the view selected, the city you are in and the ship's flight status. Below that is the scanner which gives a plan view of your surroundings, and below that three more smaller windows. The first gives the pilot's name and the scanner's complement of missiles and flares.

The second shows speed, shield energy, fuel remaining, laser temperature and height.

The third displays two automatic direction finders — the upper one locked onto the city and the lower onto your lander.

The Skimmer operates in two modes, flight mode and ground mode. In flight mode control of the program is via single keys or a joystick.

In ground mode you are in direct communication with the skimmer's computer via the computer window. You see the message "TYPE HELP OR SOME OTHER COMMAND" in the computer window.

Type HELP and the commands you can use are listed. Commands like MAP, RODS, LAUNCH, EQUIP, STATUS etc.

The MAP command enables you to see where you are — and where you can travel to. Each city is connected by a series of "jump pads" which enable you to take your Skimmer from city to city. The map shows you these routes. Moving a cursor over the name of the city and hitting the fire button enables you to get a readout of the city's status. You can even ask your computer to FIND you a specific city and tell you all about it if you wish.

The RODS commands is a bit like the "pocket computer" part of *Impossible Mission*. You need to find all the rods to be able to knock out the Centralis reactor.

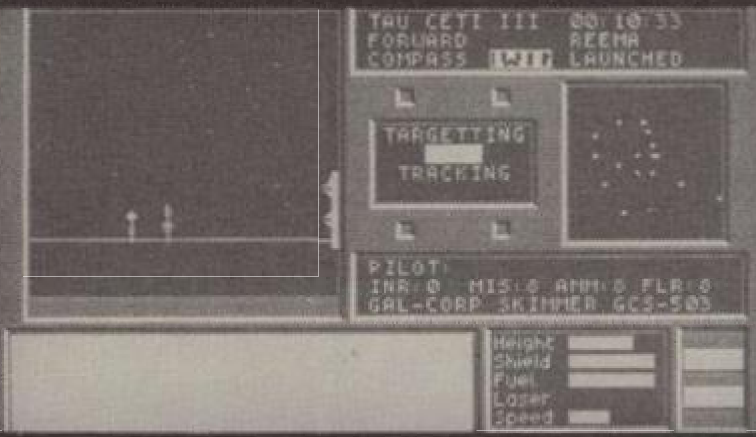
This game has some really nice touches. Try landing without slowing down and you bump along the ground! Shoot a guided missile at a retreating Hunter and you'll see it explode on the horizon — just like in *Bugs Bunny* cartoons when the villian is running away and Bugs chucks a stone which hits him just as you think he's escaped out of the frame!

The main difference to the Spectrum original come in the shape of enhanced graphics — like opening and shutting airlock doors, improved instrumentation etc and improved sound effects.

The game play is just as addictive — and we'll repeat our summing up from the original review back in December. If you only buy one game this year make it *Tau Ceti*. It'll keep you busy for the next 12 months.

● **Graphics**	9
● **Sound**	9
● **Value**	10
● **Playability**	10

C+VG HIT!



THE YOUNG ONES

- **Machines:** C64/Spectrum
- **Supplier:** Orpheus
- **Price: £7.95**

If you thought *Friday 13th* was the sorriest bit of software of '85 then think again. *The Young Ones*, which arrived after a lot of pre-release hype from the publishers Orpheus, is a prime contender for that dubious title.

It features the four characters from that cult Beeb TV comedy series Vyvyan, Mike, Rik and Neil the Hippy and the sordid world they inhabit. Their house, the launderette, the local corner shop and their back garden. There's a few other locations — but they are of no real importance — for what starts off to look like an arcade adventure with a difference is just that. The main difference is that there's no adventure — more precisely there's no game.

You see the characters wandering about, you can take control of your favourite personality and make him move around the various locations using the joystick and a menu. You can even pick things up and move them about — but to no apparent purpose.

Not even the speech bubbles which issue juvenile humour from the mouths of the characters give you any real clue to what's going on. The same can be said for the "instruction" sheet which comes with the game. All it says is that you have to pack your belongings and move out of the house.

The menu which appears at the top of the screen allows you to instruct your chosen character where to go.

But that appears to be all. Phone calls to get more information about the game drew a blank at Orpheus — so we can only assume that this IS the complete product or the company have foisted a half finished game on an unsuspecting public.

Orpheus claim that members of the *Young Ones* helped out during the production of the game. Let's hope Vyvyan doesn't get to see the finished product or there could be trouble . . .

● **Graphics**	6
● **Sound**	6
● ***Novelty* Value**	1
● **Playability**	0

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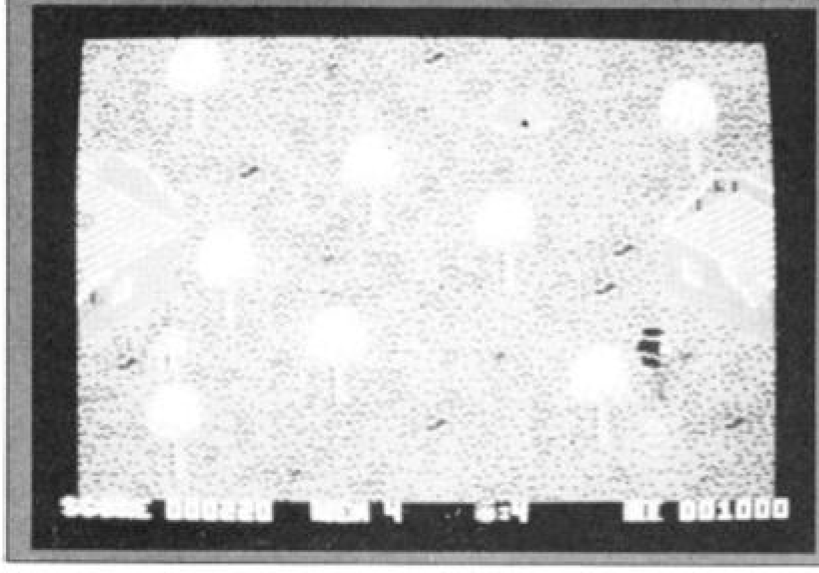
WHO DARES WINS II



- **Machine:** Amstrad
- **Supplier:** Alligata
- **Price:** £8.95

It's a well-known fact that in the midst of battle, even the most fierce warrior is likely to become confused. For some seconds I couldn't remember what game I was playing. Was it *Commando? Rambo?* No, it was *Who Dares Wins II.*

The murderous mayhem which now monopolises a multitude of minds across the country is becoming slightly tedious. Unfortunately you can have too much of a good thing. However, taken individually each of these game are good fun.

In *Who Dares Wins II*, armed with an automatic rifle and grenades, you must battle through eight battlefields merrily slaughtering everything that moves in an effort to free compatriots held prisoner by the "forces of oppression."

And despite qualms over the morality of death and destruction, *Who Dares Wins II* is satisfying, addictive and fun to play.

Amstrad owners could do worse than put *Who Dares Wins* on their hit list of games to buy.

C+VG HIT!

Graphics	8
Sound	7
Value	8
Playability	9

FIGHTER PILOT

- **Machine:** Atari
- **Supplier:** Digital Integration
- **Price:** £9.95 cassette/ £13.95 disk

This is sheer frustration. Guaranteed to put any games player in a bad mood. No, it's not the game itself that caused all the anger. It was that truly appalling invention the dreaded LENSLOK.

After 15 minutes of squinting through this stupid little device, the correct security code was deciphered and the game loaded. But not before several "Time-Outs" were declared. What a waste of time.

But on to the game. You're put in charge of a McDonnell Douglas F15 Eagle jet fighter, armed with an impressive range of destructive powers.

There are four main modes to this flight simulation — landing practice, flying training, air-to-air combat practice and air-to-air combat itself.

There is the "blind" option which simulates take-off and landing in fog plus an option giving crosswinds and turbulence.

Pilot skills range from trainee, squadron leader, instructor and ace pilot.

As with many flight simulations, a wide range of the aircraft's controls are displayed — artificial horizon, speed, radar and compass etc.

There is also a map display giving a detailed view of the terrain.

The combat mode requires you to defend four airfields Base, Tango, Delta and Zulu. The enemy must be tracked, engaged and destroyed. Your aircraft can take four hits before it is destroyed. But at anytime during a dog-fight you can break off the action and land at one of the airfields for repairs or re-armament.

I'm not a great fan of flight simulations. I find them frustratingly slow to get any where. Even when the enemy aircraft were in my sights I found them difficult to hit, such was the sensitivity of the joystick controls. One slight touch would send the fighter spinning uncontrolably.

C+VG HIT!

Graphics	7
Sound	7
Value	7
Playability	6

SPITFIRE 40

- **Machine:** Amstrad/Spectrum
- **Supplier:** Mirrorsoft
- **Price:** £9.95 Amstrad and Spectrum

"You've bought it, old boy," read the stark message on the screen. "You came down too steeply."

Picking myself up from the tangled wreckage of the crashed Spitfire I gave myself a quick dustdown, adjusted my goggles, re-groomed the handlebar moustache and it's back into the air with Mirrorsoft's wartime flight simulation, *Spitfire 40*.

It's summer 1940 and you play the part of a newly-qualified pilot stationed somewhere in the south east of England. With practice and success in combat missions you can rise through the ranks to reach the rank of Group Captain, gaining medals such as VC, DSO and DFC.

There are two main screens to the game — the cockpit controls and view from the cockpit. The controls include all the normal stuff — including air speed indicator, fuel guage, compass, engine rev counter, altimeter and artifical horizon.

Pressing the M key brings up a map of the south east of England and pressing N expands the map to show greater detail ie the position of your craft and the enemy.

There are three flight modes — practice, combat and combat practice.

Practice just allows you to get used to the handling of the Spitfire, develope take off skills and perfect aerobatics.

Flight Combat gives the battle experience without the bother of finding the enemy aircraft. While playing the Amstrad version of this mode the destroyed enemy aircraft would sometimes stick to the cockpit like a dead fly.

The Combat mode starts off by giving you mission instructions — the number of enemy aircraft sighted, their distance in miles, bearing from the runway and height.

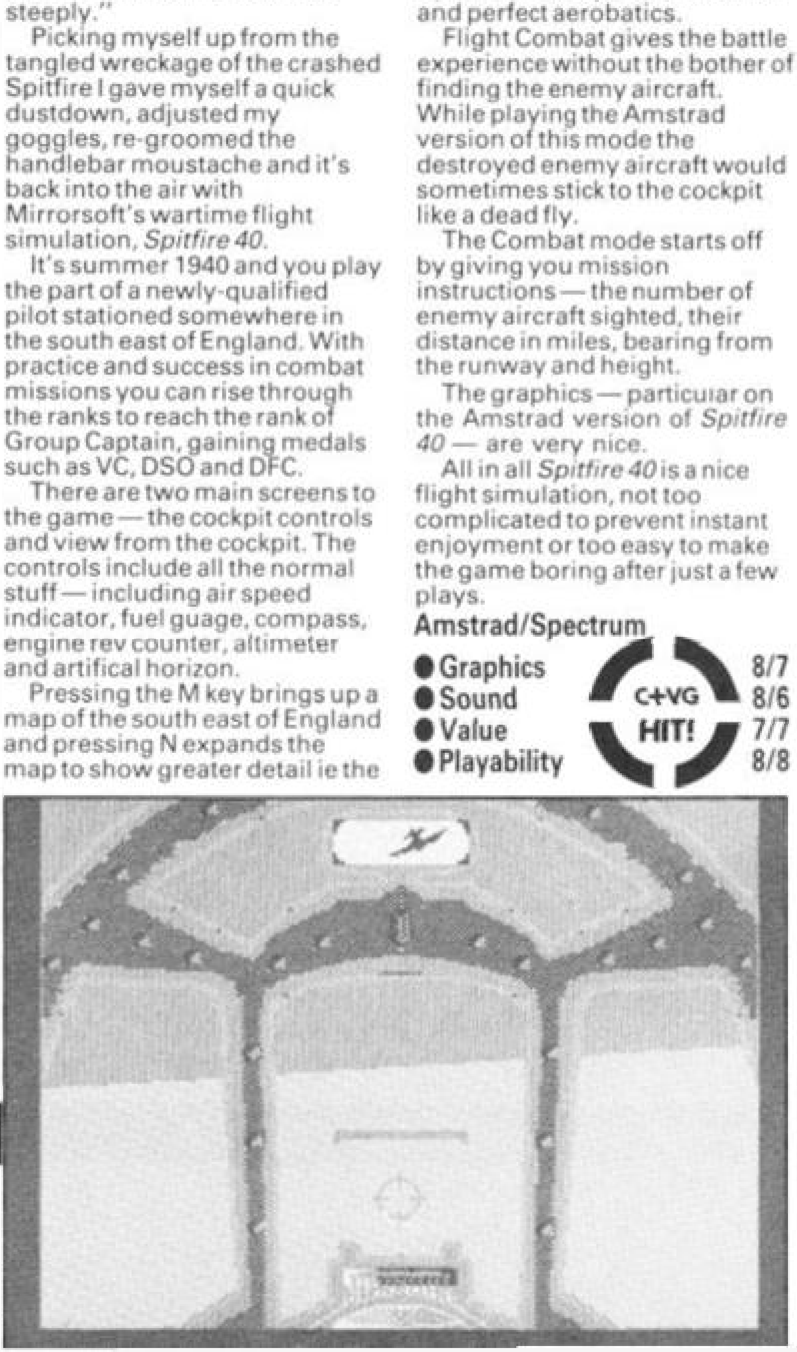
The graphics — particular on the Amstrad version of *Spitfire 40* — are very nice.

All in all *Spitfire 40* is a nice flight simulation, not too complicated to prevent instant enjoyment or too easy to make the game boring after just a few plays.

Amstrad/Spectrum

C+VG HIT!

Graphics	8/7
Sound	8/6
Value	7/7
Playability	8/8

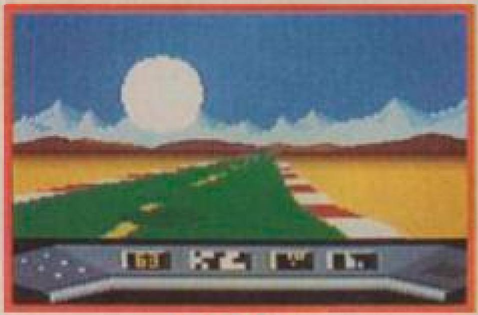


▶ CONTINUED FROM PAGE 21

ELEKTRAGLIDE

THE GAME

by Adam Billyard



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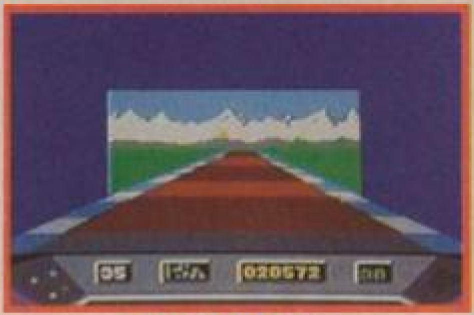
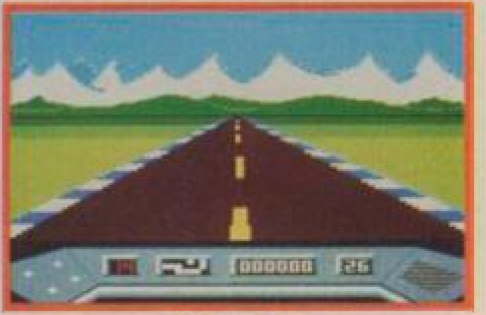


CBM 64/128
£8.95 Cassette
£12.95 Disk



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ELEKTRAGLIDE

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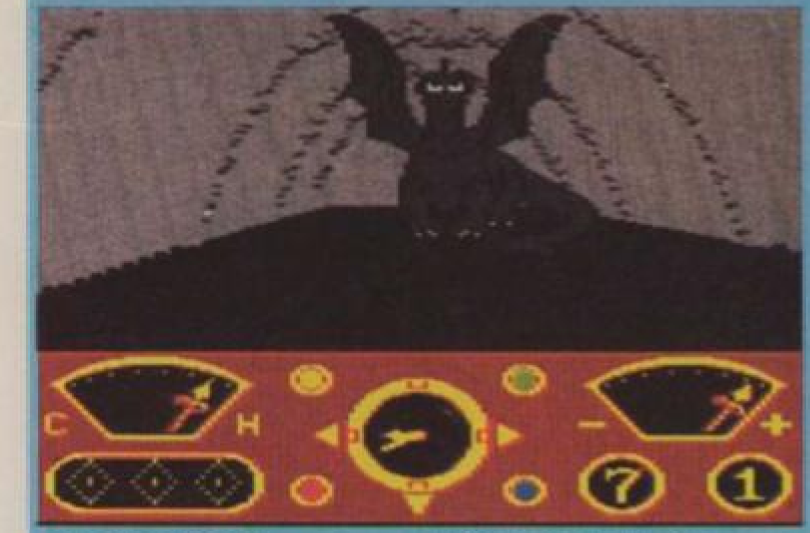
THE EIDOLON



- **Machine:** CBM64
- **Supplier:** Activision
- **Price:** £9.95

Long long ago, far, far away there lived an eccentric scientist by the name of Dr. Joseph Vincent Agon. A recluse by nature, Agon could sometimes be seen through the arched windows of his great Victorian mansion, silhouetted against flickering candlelight.

Padlocked gates only added to the mystery surrounding this complicated, lonely man who became one of the world's greatest scientists as a result of his studies into the powers of the human mind.

Victorian society never fully understood the strange goings on behind those towering gates and nobody really noticed when Agon quietly disappeared and was never heard of or seen again.

Sealed up by his relatives, Agon's mansion has remained uninhabited while over a century of dust has gathered on the cold stone floors where once he stretched nature's patience to breaking point!

Now, as if pre-ordained, the rusted gates stand ajar as if the time had come for the world to discover just what happened all those years ago . . .

Just managing to squeeze through the gate you make your way to the imposing front door which creeks open almost before you grip the brass handle. Your attention is immediately drawn to a crack of light under a door at the far end of the hallway.

A spherical contraption sits at one end of the room facing a glowing mirror. A leatherbound diary lying on a nearby desk tells of a time machine called the Eidolon and of the strange journeys its creator, Dr Agon, made more than a century ago.

Seated in The Eidolon you ramp up the power. The mirror's glow becomes overwhelming as The Eidolon begins to vibrate. As you close your eyes, part of you wishes you hadn't been quite so curious, then . . .

How you got there you don't know, but you find yourself in an undergound cave with branches heading off in every conceivable direction. Hovering just below the ceiling in front of you is a gold fireball.

As you move the Eidolon's control stick this way and that you move through the caves in any direction you please. The cave walls rush past your ears with such realism that this can't be a dream. You really are in a huge underground complex of caves but for what purpose?

The contents of Agon's diary begin to make sense as you explore the strange new world.

As you collect gold fireballs, *The Eidolon's* energy reserve increases to maximum. You leave another gold fireball where it is but memorise its location in case you need it later.

The diary mentioned four types of fireball: red, gold, green and blue. The can be picked by the Eidolon with varying effects but can also be used against the many weird creatures Agon so vividly chronicled.

Rounding another bend you immediately wish you hadn't as you come face to face with a troll-like creature which is heading straight for you . . .

Pressing a button on the control panel causes a red fireball to be hurled towards a rather surprised troll which disappears almost as quickly as it came. In its place is a glowing jewel hanging in space. This too replenishes The Eidolon's energy and causes a red diamond-shaped display to light up.

The needle on another dial swings off the scale as you approach an awesome statue of a dragon, when suddenly the air is filled with a red shimmering. As you continue onwards the shimmering stops but the dragon is now moving towards you as if it was alive.

Quite how, you may never know but a hail of red fireballs issue from the Eidolon hitting the dragon full in the chest and face. The last thing you remember is bits of ex-dragon whizzing past your head then everything going blank.

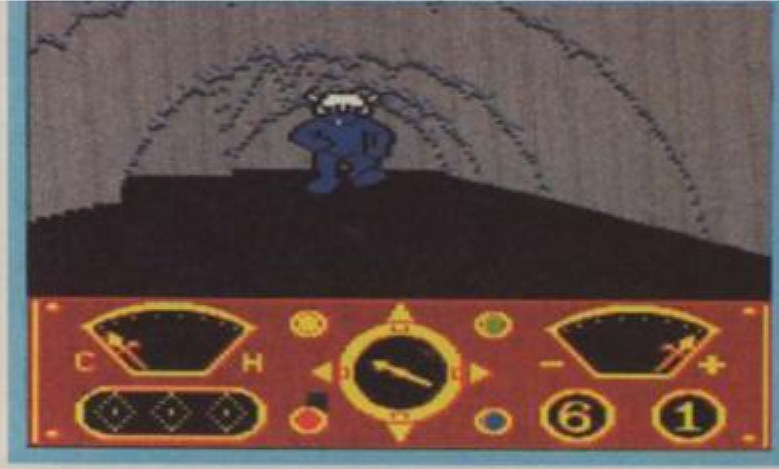
As the darkness clears you find yourself in another cave, more convoluted than the last one. Some kind of map would be useful, even indispensible, as it soon becomes obvious that navigating this new cave is next to impossible, even with a direction finder!

You still have the green and blue jewels you found in the last cave, but the red one seems to have disappeared — strange! Ahead is a blue fireball floating just like the others.

As you pass through the blue fireball the dashboard begins to flash and your notice the timer is frozen. Time seems to be coming in for a lot of bending and stretching you think to yourself. With seven caves to explore, a host of nasties to bash and the most terrifying many-headed dragon you are ever likely to see *The Eidolon* is a winner"

C+VG HIT!

Graphics	10
Sound	9
Value	9
Playability	9



GERRY THE GERM

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £7.95

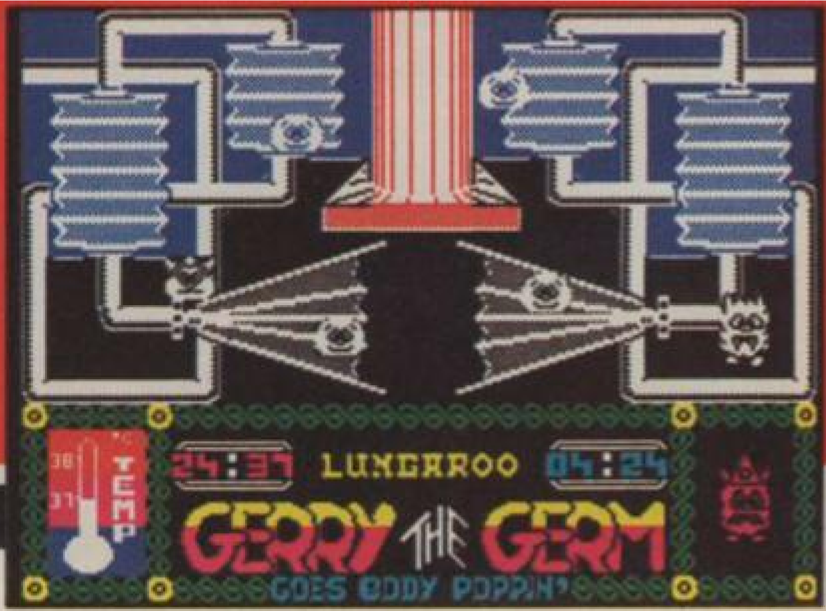
Nice graphics — shame about the game. There's a germ of a good game lurking within this new release from Firebird in their HOT range. Unfortunately the game is so unplayable that it's hard to discover just where it is.

The idea of the game is for you to help Gerry become the most virulent virus around by running riot through screens which represent various parts of the human body. But this isn't so much a *Fantastic Voyage* — more a budget trip on the Broads.

The screens look extremely attractive. Gerry is a cute little monster. But thanks to inadequate instructions — drawn cartoon style — you're never really sure just what you're supposed to be about.

Gerry could be a nice character given the right outlet for his obvious comic talents — but this game doesn't make the most of them. Overpriced and unplayable.

Graphics	8
Sound	7
Value	3
Playability	1



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BOUNDER

● **Machine:** CBM 64/128
● **Supplier:** Gremlin Graphics
● **Price:** £9.95

Well, well, well. How interesting. *Bounder* actually comes with a recommendation from Zzap!64. That was quick work getting part of tho game review printed on the cassette inlay. We're most impressed.

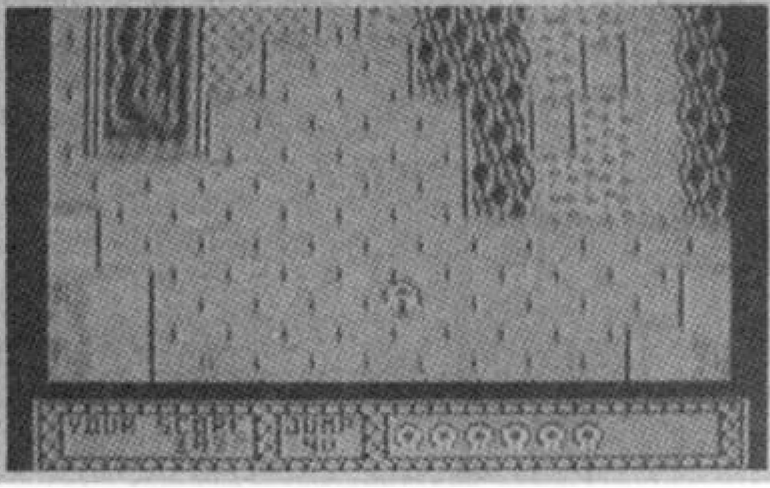
According to the Zzap! reviewer *Bounder* is, and we quote: "The most compulsive game I've ever played." Surely there's been some mistake. Is this the same *Bounder* as the one sent to C+VG. Did he get his hands on some super-deluxe, private collector's version. Who knows?

That's not to say *Bounder* isn't okay, but it's certainly not the most compulsive game we've seen.

In *Bounder* you control a bounding tennis ball, jumping from grey slab to grey slab. Miss the slab and it's certain death as the tennis ball is destroyed in the mountainous terrain the same is set against.

Extra hazards hinder the ball's progress. They include flying aliens such binoculoids, stickpits, moscita birds plus the odd coin and Exocet.

Some of the slabs have arrows on them. These allow you to make longer jumps — other slabs have question marks on them. These can be good or bad. Some give bonus points while others change into a pair of chomping teeth and destroy the ball.



After each level there is a bonus stage. A screen of slabs appears, dotted with question marks. You bounce on as many of the question marks as possible to earn extra points. Then it's on to the next section of the game.

Bounder, in the beginning, is a game of trial and error. A map is very helpful to remind you where the grey slabs are.

The sound effects are quite amusing but the music, initially quite impressive, begins to grate after a time.

All in all, *Bounder* is a different and difficult game. Good fun, fairly addictive but it lacks something which would make it a great game.

A bonus for those who buy *Bounder* is the inclusion of the Commodore version of *Metabolis*.

● **Graphics**	8
● **Sound**	8
● **Value**	9
● **Playability**	8

FORBIDDEN PLANET/2112AD

● **Machine:** Spectrum
● **Supplier:** Design Design
● **Price:** £7.95

Here at *C+VG* we have to beg borrow or steal Design Design games in order to bring you — the people DD expect to go out and buy them — reviews of their products. Why numerous phone calls requesting copies of their games have no effect is anyone's guess . . .

Still we went out and purchased a couple of copies of their new games — to bring you this look at the cult software team's latest cult games.

Forbidden Planet is part three of the trilogy which began with *Dark Star* many moons ago. It features lots of DD's gimmicks like the hidden game — *Space Invaders* this time, plus the game that started it all, *Halls of the Things*, free on the back end of the tape. There's *Spectacles 2* as well included in this bumper bundle.

Forbidden Planet itself is a pretty basic psychedelic shoot 'em up with a nice line in weird vector graphics and off sound effects. The usual completely definible game options — you can change just about everything from the sounds to the difficulty level to the screen display — are available.

If you hold down the zero key at the end of the load you'll get a game of Space Invaders. Try holding down the 1, 2, and 3 keys together in the middle of a game, for another free gimmick.

The best part of the game are the "lyrics" which appear on the hi-score table. Written by one K. Jordan they would grace any *Marillion* or *Genesis* tune — and they are different each time you load up the game.

If you liked *Dark Star* etc — then you'll enjoy *Forbidden Planet*. But you can always get too much of a good thing.

2122 AD is a completely different proposition. It's a really good 3D arcade adventure set in the year of the title when technology has advanced to a stage where society has become completely computer based.

London has become one vast computing complex taking over the job of running the country, providing Government, Law, Food Production and Finance Control.

However, due to the activities of some irresponsible hackers messing with the programming, the computer is quickly turning into a Dictator by oppressing the British public and handing all power over to machine servants it has designed itself.

Your job is to regain control over the computer by finding all the pieces of a Switching Code and inserting them into the computer in the right places, this will hopefully bring the computer round to a more sensible way of thinking. These Codes are stored in large Rom Cards, numbered 0 to 9, and scattered around the complex.

To help, you have a loyal Robo-hound called Poddy, whose numerous uses you will have to work out.

He is controlled by a remote control device you carry at all times.

The control will also perform other useful functions. The display from the remote control device is shown at the bottom of your screen. The left section is a message window, and the right displays various icons.

These are selected by pressing Fire and then placing the cursor over the icon you require and pressing Fire again.

All the icons are explained in the Help Menu, which is displayed by selecting the Question Mark icon. Moving around the complex will delete both your food reserves and Poddy's energy.

There are things in the computer complex that will be useful and some that will be essential, but you will find that most things mechanical are loyal to the computer and will do their best to stop you.

The graphics are all one-colour, prime colour changes from room to room. The sound is pretty basic but animation is good.

2112 AD has real atmosphere and is pretty addictive. The interaction between the main character and Poddy, a K-9 clone, adds an original aspect to the game. It's very playable, too.

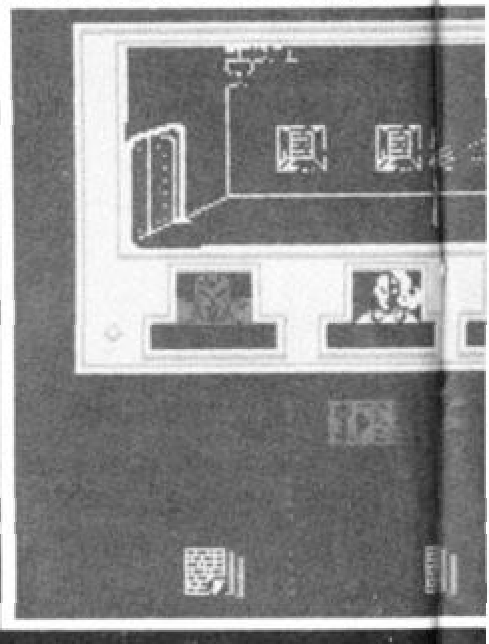
Forbidden Planet	
● **Graphics**	5
● **Sound**	6
● **Value**	7
● **Playability**	7
2112 AD	
● **Graphics**	7
● **Sound**	6
● **Value**	8
● **Playability**	9

C+VG HIT!

● **Machines:** CBM 64/Spectrum
● **Supplier:** Beyond
● **Price:** £9.95

"We've taken the icons from *Shadowfire*; developed some incredible new animation techniques, and composed a powerful music score. The result? An adventure in which you can see, hear and experience the action!" So says the *Enigma Force* manual.

All that means is that Denton Designs kept the good bits from *Shadowfire* and added a whole lot more. Result . . . a game with enough novelties and polish to appeal to all you cerebral gamers with an itchy joystick thumb. A game which is many of



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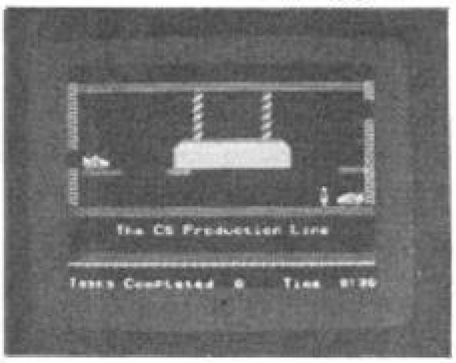
TECHNICIAN TED — THE MEGA MIX

- **Machine:** Spectrum 128K
- **Supplier:** Hewson
- **Price:** £7.95

Well it's time for fun and frolics again at the local Microprocessor factory.

Yes, *Technician Ted* is back for a 128K mega-mix of Hewson's chart-topping game.



The original 48K with more than 40 screens has been boosted to more than 100 by programmers Steve Marsden and David Cooke.

There are 30 tasks to perform as Ted starts his day at 8.30am and clocks off at 5.30pm. If he doesn't get all the work done he gets the OBE — Order of the Big Elbow!

Time is all important. Lives are lost if Ted collides with any hostile objects — and there are quite a few.

No doubt platform freaks will be sent into ecstacy by the huge, sprawling game. Map-makers will also find it a challenge.

● **Graphics**	7
● **Sound**	8
● **Value**	9
● **Playability**	8

COSTA CAPERS

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £7.95

Platform games live on — quite why nobody seems to know. Still, *Costa Capers* is brought to you by the team who produced last year's platform hit, *Technician Ted*, Steve Marsden and David Cooke.

It follows the fortunes of Ted — who this time is trying to get away for his annual fortnight in the sun.

In order to enjoy his holiday, it is first necessary to locate his possessions, particularly his trusty Brownie Box camera complete with 36 exposures . . . His workmates however, will not believe that Ted's been on holiday to Spain unless he can show them his holiday snaps. Trouble is the camera went walkies with the rest of his luggage.

Ted starts with no money, and so, as each item has a price, a credit card would be quite useful. Ted may carry up to eight items at any one time, so be sure to choose carefully before you buy!

Objects may be dropped, but if Ted drops something in the path of an animated character, the character will pick up that object and it will be lost from the current game forever. Be careful!

If you're one of the few remaining people who still like playing antique games — or wish JSW was still the best game on the Spectrum — then you'll probably enjoy *Costa Capers*.

● **Graphics**	4
● **Sound**	4
● **Value**	2
● **Playability**	4

ENIGMA FORCE

the things *Shadowfire* wasn't.

For those of you who did not read January's C+VG, *Enigma* begins where *Shadowfire* left off.

You and the rest of the E-Team have captured General Zoff, the well known republican dictator, and have been ordered to escort him to the Emperor's homeworld to face trial. But before being captured, Zoff was still able to declare war on the Empire.

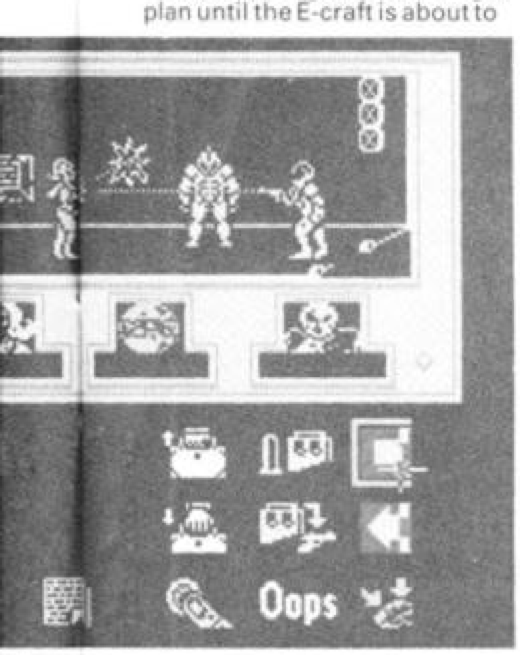
Anyway, all goes according to plan until the E-craft is about to cross the Imperial border when . . . (the following is far too gruesome for a family mag and has therefore been censored! Ed.)

The next thing you remember (and we're prepared to print) is waking up next to the twisted remains of the E-craft which, you quickly deduce, must have crashed landed. Almost impossibly a message is still visible on the ever fading computer monitor. It reads, ". . . planet identified as Syylk's homeworld. Our location is an underground complex beneath the capital city. Syylk's people, the insectoids, are locked in battle with reptiloid storm troopers loyal to Zoff.

Communications scan reveals republican destructor tugs are due off planet at indeterminate time. Their arrival will signal this planet's elimination. My recommended course of action:

1) Locate insectoid leader and convert to ally.
2) Only spaceworthy craft is located in reptiloid area. Find it.
3) General Zoff heading for this spacecraft. Apprehend in the name of the Emperor.
4) Insectoid alarm system will signal approach of destructor tugs and your elimination.

The upper half of the screen is your window into the game through which you can see the whole of the underground complex on Syylk's homeworld.



The icons in *Enigma* are divided into discreet sections.

Characters in location/character in play: Here you get a reminder of which team member you're controlling at the moment as well as a graphical list of all the other characters in the same room.

Movement icons: One of two ways that members can be intentionally moved about.

Also included in this section of the screen are the music on/off toggle and the "to status screen" icon. The status screen *serves as a pause game function* but also gives information as to the health, or otherwise, of your team.

Objects in location: Anything that can be picked up will be shown here. Hint — if you are unfortunate enough to lose a team member you can still pick up all the objects they were carrying when they were killed.

Objects carried by character in play: Apart from providing vital information this section is used in conjunction with the command section.

Command: These include pick *up, drop, activate, reload,* defend and hold, hound to death and mindprobe.

Objects you may find include Keycards: There are a number of these dotted around the place each of a different colour.

Toolkit: This was no doubt dropped by a fleeing insectoid but will prove most useful in Sevrina's hands.

Red fish: Although closely related to the herring they are not!

Ballistic magazine: This is your basic ammo although you are advised to find an alternative very quickly if you want the enemy to take you at all seriously. The green keycard may help you here!

Explosive: Good for party tricks but not easy to use effectively when the heat is on. DON'T forget to drop it once the

As you may have guessed you're not going to get far unless you do make a map. Denton have not gone out of *their way to make this an easy* task. Moving from room to room can be a very disorientating experience as you view may not always be south to north as you would expect.

Sometimes rooms are seen from the west wall looking east.

The problem with *Enigma* is that the deeper you delve into it the more shallow it reveals itself to be. The net result may not prove to be enough of a lasting challenge for those famers who enjoy their grey matter being stretched every which way.

● **Graphics**	8
● **Sound**	8
● **Value**	8
● **Playability**	8

C+VG HIT!

● CONTINUES ON PAGE 29 ►

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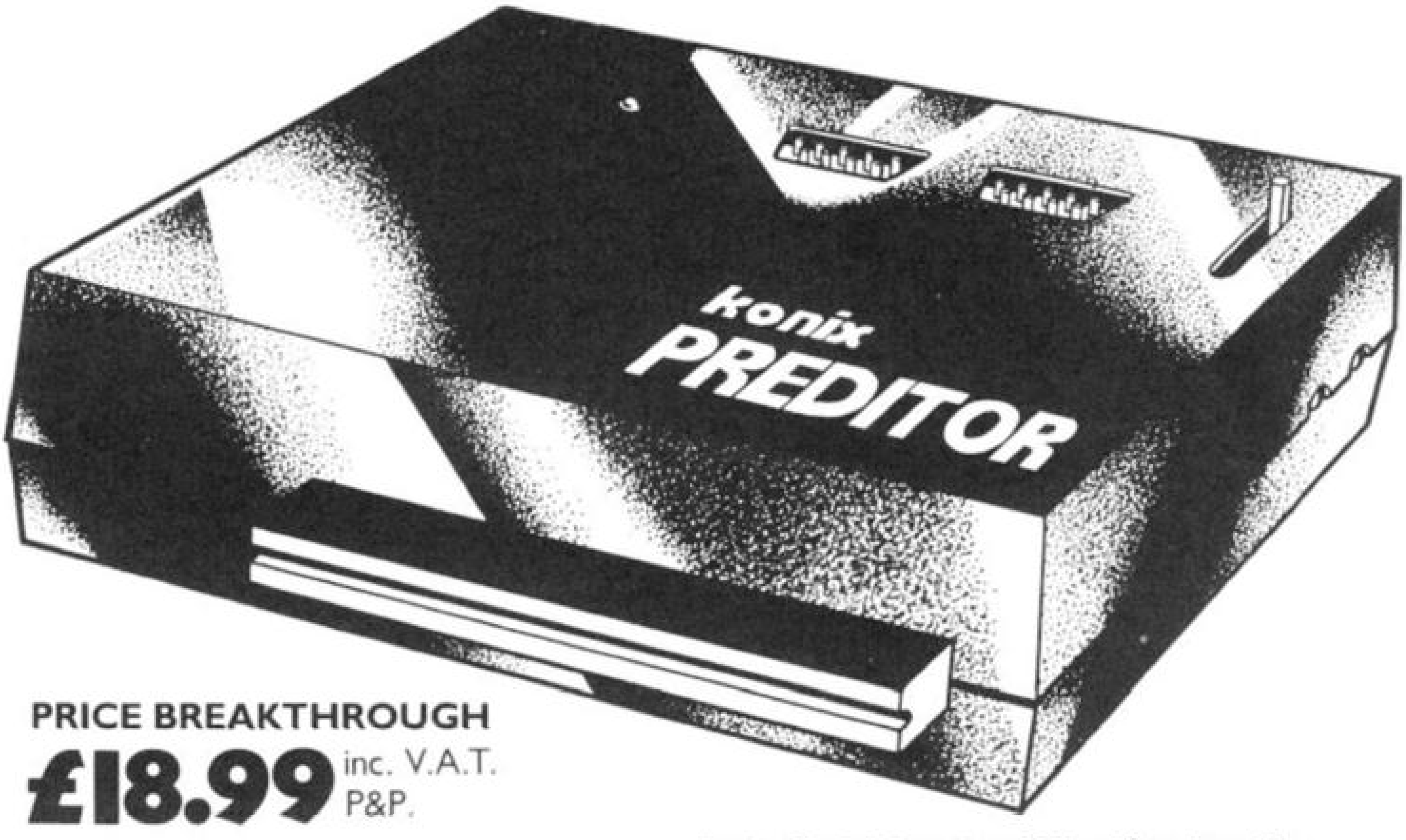

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CONTRAPTION

- **Machine:** Amstrad
- **Supplier:** Audiogenic
- **Price:** £7.95

Just what is the *Contraption*? Apparently it's the "craziest crankiest machine ever devised." All it does is eat golden apples.

All you are in this Amstrad platform game is a slave to the machine. Your role is to feed it.

You must guide the potty professor, inventor of this useless piece of machinery, through the many rooms of his mansion in search of the apples.

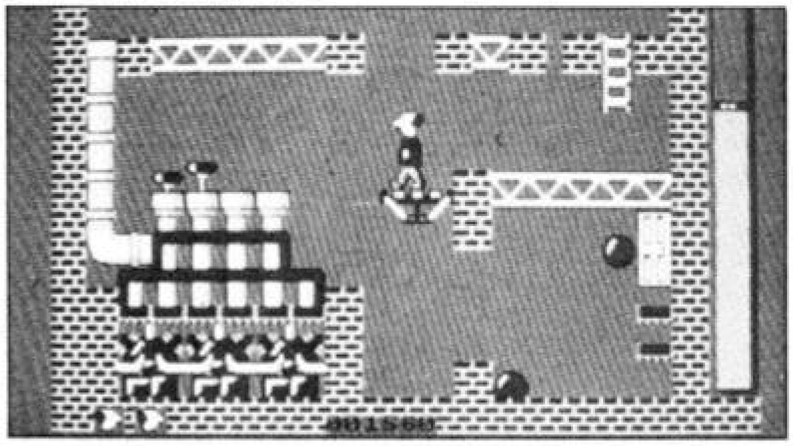
Diving dodos, poisonous plants, jellyfish, snowmen, devils and bouncing bombs infest the many rooms making life difficult and the collection of apples hazardous.

So far, so mundane.

One really annoying aspect of the game is the time taken between losing your three lives and the game starting again. Very tedious.

Contraption's graphics are nice, bright and smooth but such superficial gloss cannot cover up the rather tired and old concept of the game.

● **Graphics**	7
● **Sound**	6
● **Value**	7
● **Playability**	6



THE ADVENTURES OF BASILDON BOND

- **Machine:** CBM 64/128
- **Supplier:** Probe Software
- **Price:** £9.95 cassette/£12.95 disk

Tragic news! Comedian Russ Abbot, famed for his TV Madhouse Show, has been kidnapped by a rival comedy act.

But do not fear. Basildon bond, Britain's super agent has been assigned to the case. You know Basildon Bond, of course. He has letters after his name and his services are at a premium.

Helping Basildon on his rescue mission are those other Madhouse characters Cooperman and Blunderwoman.

The action is set in the various rooms of a television studio. Bond must search the various rooms — there are about 40 of them — looking for old jokes and matching them with answers. Various objects litter the screens which Bond can pick up and use to help him in his task. He has a time limit of five hours to free Russ but he must beware any contact with the TV cameras because they make you lose precious time.

Cooperman can also be summoned up to deal with difficult cameras with his "Cooperblasts." These may, however, contain Blunderwoman and she may cause you trouble.

The Adventures of Basildon Bond is pretty standard arcade adventure with nice graphics, adequate sound and a fair degree of playability. But I had expected a game based on one of Britain's top comedians to be funny. But the game didn't make me laugh or even smile.

And no I didn't managed to rescue good old Russ. While playing the game I remembered an awful hit single Russ inflicted on the poor, long-suffering public some time ago. I can't recall what the title was, but it had the lyrics "Oh what an atmosphere." I hated it and so I decided perhaps it's better Russ remains in captivity before he can record another single.

● **Graphics**	8
● **Sound**	7
● **Value**	7
● **Playability**	8

NIGHTSHADE

- **Machine:** BBC
- **Supplier:** Ultimate
- **Price:** £9.95

After the success of the brilliant *Knight Lore*, this follow-up from Ultimate has been eagerly awaited.

Nightshade is a hidden village that has succumbed to the forces of darkness. The villagers have either fled or been transformed into hideous creatures that prowl the grim remains, pouncing on unwary adventurers who have been foolish enough to attempt to defeat the evil overlord.

Needless to say, this is precisely what you are about to do. Lured by tales of the riches and power to be had in the Nightshade village, undaunted by rumours of foul fiends and deadly plagues, you set forth . . .

The scenario is irresistible, and many of the successful ingredients of *Knight Lore* are to be found in *Nightshade*. The graphics are superb, from the familiar adventurer in his safari hat who thankfully does not keep turning into a werewolf, to the marvellous 3D locations.

But the game is not so immediately enjoyable as *Knight Lore*, which was engrossing from the first moment. It takes a long, long time to get into the game and find out what is going on, with no puzzles to keep you amused along the way.

There are items to be collected, ghouls to be dodged or destroyed, locations to be explored and antibodies to be gathered and fired at germs and other nasties, but after a while this game loses its interest.

The game's splendid packaging promises unlimited treats, mad monks, acid pools, Mr Grimreaper, goblins, skeletons and so on, but I didn't find them. The program is undoubtedly huge, but the author should have ensured that the early stages of the game were interesting enough to hold the player's attention. After *Knight Lore, Nightshade* is initially disappointing.

● **Graphics**	10
● **Sound**	7
● **Value**	8
● **Playability**	8

DEATHVILLE

- **Machine:** Amstrad
- **Supplier:** Bubble Bus
- **Price:** £7.95

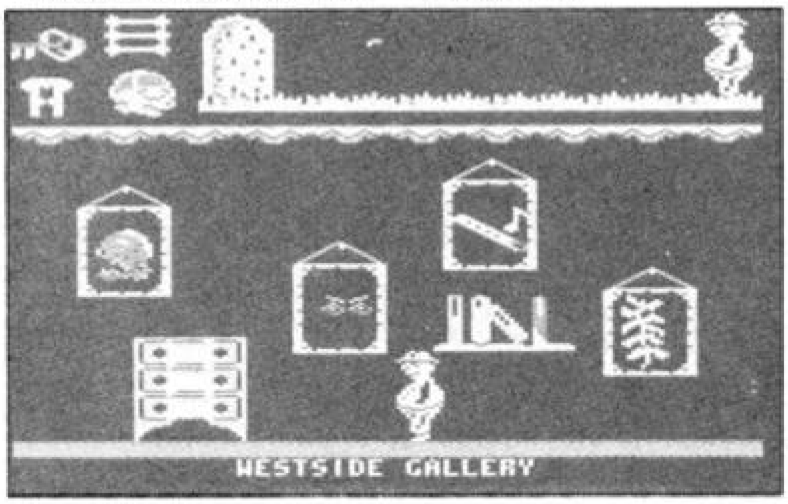
Welcome to *Deathville* — a sort of *Pyjamarama* with a touch of horror. Humorous horror — none of your tacky bloodstained graphics here, thank you very much!

Our hero Sammy Sloper has been whisked off to Deathville by the Evil One — and he wants Sammy to stay there. But Sammy has other ideas — and with your help will escape the evil one's clutches.

There are lots of objects to be found and their uses discovered. It's pretty standard arcade adventure stuff but with some funny touches — like the gravestone and the clutching hand which represents your energy level.

The graphics are nice — slightly rougher than *Pyjamarama* but still effectively conveying that comic-horror feel.

● **Graphics**	7
● **Sound**	7
● **Value**	7
● **Playability**	8



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HARDBALL

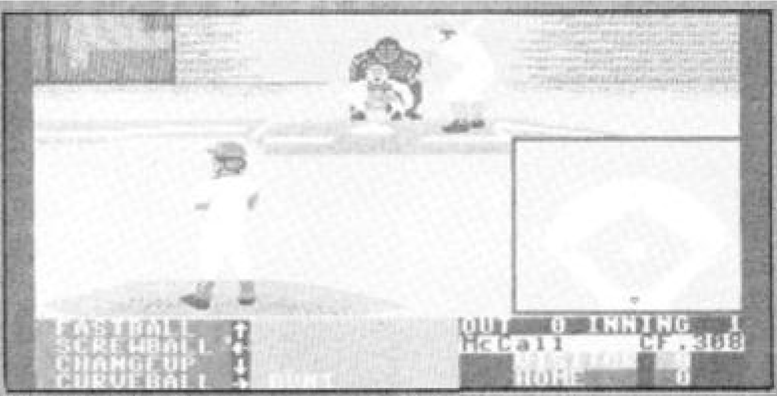
- **Machine:** CBM 64
- **Supplier:** US Gold/ Accolade
- **Price:** £9.95 cassette/ £14.95 disk

What's the next best thing to actually being at a Baseball game? You've guessed it — playing Accolade's *Hardball*!

This is a truly exciting sports simulation, even if you don't know the first thing about Baseball. America's national game. If you watched the highlights of the World Series on TV at New Year you'll know just how exciting the real game can be. And *Hardball* manages to capture all the thrills of the game.

Fortunately C+VG's reviewer was lucky enough to have had the rules explained to him by an American friend — and watched a game between the Oakland As and Chicago a year or so ago. So he slapped on his As hat and prepared for battle. But the game is simple enough to get into even if you don't know what's really going on. You can learn all the subtleties as you play — so don't be put off.

The game is not unlike cricket — except faster! The basic idea is for one team to score more than their opponents. Each team takes turns batting and fielding.



Simple ain't it?

Once the game is loaded you can select a variety of game option combinations such as which team you want to play — home or visitor, one or two players etc.

The four screens displayed during the game are: the Manager's Decision screen, the pitcher/batter screen, Left Field view, and Right Field view.

The game begins with the Manager's Decision screen. It will also appear if a player presses the space bar on the keyboard anytime during the pitcher screen. In this Manager's Screen, pressing the space bar will "Play Ball". This screen will display a selected line-up for both teams.

The team in the field (defence) has five choices: Player Substitution, Exchange Positions, Outfield, Infield (Normal or Double Play), Intentional Walk.

The team at bat can choose between Player Substitution or Exchange Positions.

Play begins with the pitcher's screen depicting the pitcher, batter, umpire and crowd in the background. Using the joystick, the player representing the pitcher (field team) may select a type of pitch as displayed on the bottom of the screen.

The other player, representing the team at bat, may select his offensive strategy by holding the fire button down while moving the joystick to select one or more options.

When the ball is hit, the receiving fielder will be identified by flashing. The player may use the joystick to position the fielder (back, left, forward, right) to catch the ball. Once the ball is caught, he is presented choices as to where to throw the ball (2nd, 3rd, *home* or 1st).

These throw-ins are really the only naff thing about this game — on a long throw from the outfield and the ball tends to go into slow motion, wobbling about like a balloon until it finally reaches its target. This is a minor gripe however.

The attention to detail is what really makes this game. The way the runners and fielders slide in at the bases — just like the real thing. The big, colourful graphics and great animation. The roar of the crowd when you hit a home run. Terrific stuff, even for the unitiated.

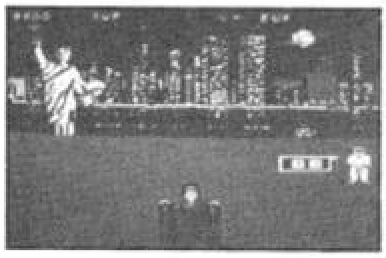
Multi-load games like these — which are essentially disk based — is usually a problem for tape owners. But *Hardball* is an exception. When you need to reload a section you get a prompt to start the tape and the loading takes no time at all. So don't be put off if you don't have a disk drive.

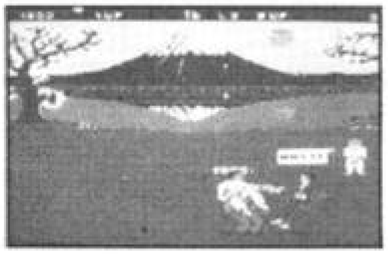
Hardball has strategy, action and extra added addictiveness. So grab your glove, Charlie Brown and head for the pitcher's mound this instant!

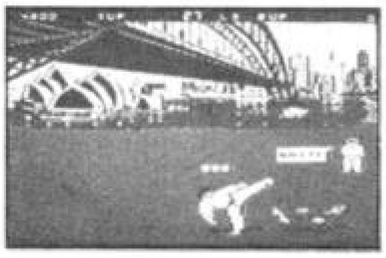
● **Graphics**	9
● **Sound**	9
● ***Value***	9
● **Playability**	10

C+VG HIT!

INTERNATIONAL KARATE







- **Machine:** Atari
- **Supplier:** System 3
- **Price:** £6.50

Question: How many karate and martial arts games are now battling it out in the marketplace? Answer: A lot. So many that we've given up counting.

Now comes the Atari version of *International Karate*. And, although we were supplied with an unfinished copy for preview, it knocks all the other Atari rivals for six.

The fighting figures and their movements are very similar to *The Way of the Exploding Fist* But there are one or two refinements. Deliver a good punch or kick and your opponent sees stars — circling his head!

There's also a nice touch if you leave the fighters facing each other for too long without making a move. They take it in turns to look out from the screen at you and their mouths move in *some silent urging for some* action.

The backdrops to the bouts are splendid, especially the snow-capped mountain scene.

This version lacked sound effects and music so we'll have to reserve judgement.

System 3 has also allowed a sneak preview of the Commodore 64 version of *International Karate*. That looks very impressive as well. But whether it will sell well consider the massive headstart *Fist* has had, time will only tell.

● **Graphics**	9
● **Sound**	N/A
● **Value**	9
● **Playability**	9

COLOUR SPACE

- **Machine:** BBC
- **Supplier:** Llamasoft
- **Price:** £7.95

This is a BBC version of the Atari *Colour Space*, which was in turn based on the original, and magnificent, Commodore 64 Psychedelic colour synthesizer.

Lucky Beeb owners now have access to all the thrills of unrestrained colour creation and editing, best performed, says the nutcase who wrote the 'manual', in a darkened room with your favourite music playing. He has a point.

Using keyboard or joystick, you can bring in and edit present patterns, or take off and hit every control in sight. Curves and lines, explosions, shape changes, symmetry changes, colour changes, oozing, the mind-blowing stroboscopix . . . the sky is well and truly the limit.

● **Graphics**	10
● **Sound**	N/A
● **Value**	
● **Playability**	10

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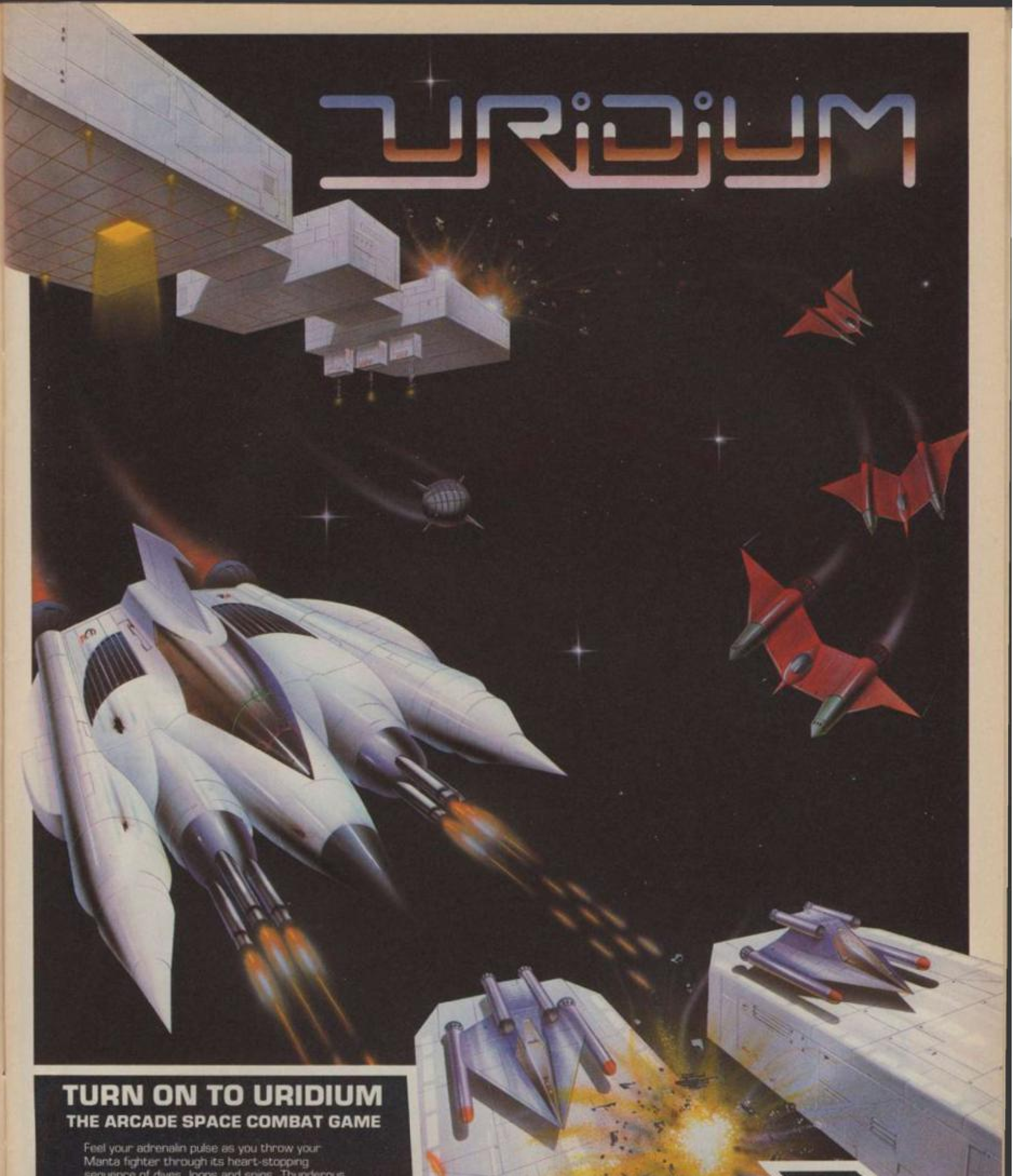

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SPINDIZZY

- **Machine:** Amstrad
- **Supplier:** Electric Dreams
- **Price:** £9.95

For some time now C+VG has been going on about *Sorcery* and *Sorcery+* as being the "state of the art" for the Amstrad.

Well *Spindizzy* from Electric Games is shaping up to take that title.

Comparisons will be made with the arcade hit *Marble Madness* and, to a lesser extent, Melbourne House's *Gyroscope*.

In *Spindizzy* you control a spinning top through a vast number of screens. In the preview version supplied to C+VG there were 380. The aim is to collect jewels against the clock.

Every jewel collected pushes back the clock. But some appear in the seemingly most inaccessible places that at first it appears almost impossible to reach them. For example, some are situated on the top of pillars or near the top of steep ramps.

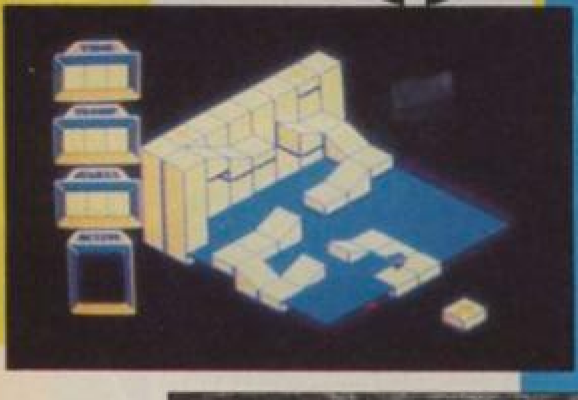
The jewels can be picked up in what is termed as the "active box" and used elsewhere to operate lifts. Controlling the spinning top is an art in itself. It's alright to bash around the larger screens with reckless speed but trying to negotiate narrow "walkways" — should it be "spinways" — require great skill, good judgement and a very delicate touch. It's all too easy to fall over the edge — which means a time fault. And if you fall too far the top explodes into four pieces.

Graphically stunning, the sheer scope of *Spindizzy* is breathtaking. Add to this absorbing game play, intriguing puzzles, a beat-the-clock element, and you have a brilliant game.

Conversions will follow for the Commodore 64 and the Spectrum so those computer owners should start saving their pennies.

C+VG HIT!

● Graphics	10
● Sound	9
● Value	9
● Playability	10



TWISTER

- **Machine:** Spectrum
- **Supplier:** System 3
- **Price:** £7.50

Welcome to a nightmare, a soul-searing sojourn to the core of consummate evil.

Your aim is the destruction of Twister, the corrupt serpent coiled around a core of evil in this rather nice shoot 'em up and strategy game from System 3.

And what makes it most memorable are the excellent, screen designs, a wide variety of creepy monsters and glowing ghouls.

There are five levels of play to progress through, collecting the parts of what can be described as a psychic bomb to the destroy Twister.

On the first level you must play a form of moving hopscotch, jumping from stepping stone to stepping stone, zapping the monsters and collecting the four symbols used on playing cards — hearts, diamonds, clubs, spades. There are also piles of ammunition to be collected, which are needed to destroy the energy-sapping fiends.

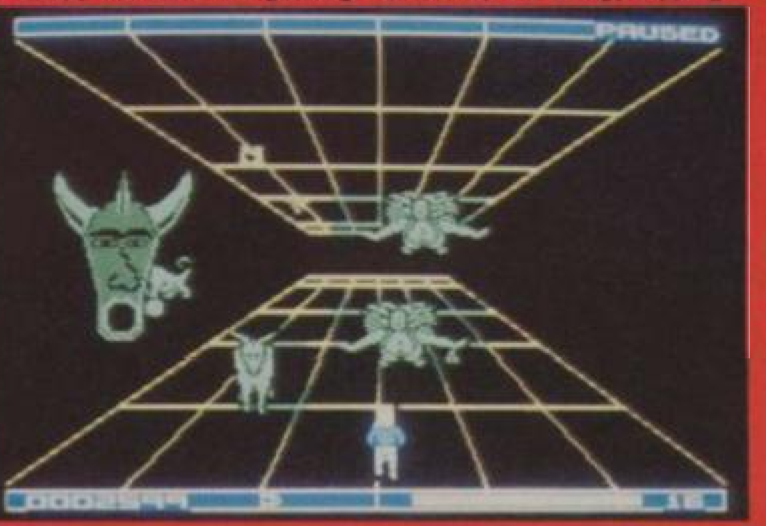
The second level has both a floor and ceiling, and your hero can flip from one to the other if the demonic onslaught gets too much. This time you must collect letters which spell out the name Twister.

Level three is a battle to collect the 12 signs of the zodiac, and level four, which must be played among a rather impressive lightning storm, involves the collection of planetary symbols.

And the final level involves the collecting parts of Twister's body. And then it's straight on to a confrontation with evil itself — Twister, a vile serpent.

The psychic bomb, which you will now have collected, must be fired into its gaping maw to achieve the ultimate victory.

Oh, by the way, Charlotte can be found among the phantoms, goats and other nasties which sap your energy. You can't miss this buxom creature with the wild flowing hair. She's naughty but nice.



C+VG HIT!

● Graphics	9
● Sound	7
● Value	9
● Playability	9

Dragonskulle

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

It was with a slight feeling of trepidation that I approach *Dragonskulle*, the fourth in Ultimate's adventures about the fearless Sir Arthur Pendragon.

Ultimate's last couple of games, *Imhotep* and *Outlaws*, were a little bit disappointing to say the least.

But with *Dragonskulle* the quality is back to normal form.

The format is the same as the other Pendragon series but nonetheless challenging for that.

Pendragon arrives on the Isle of Dragonskulle determined to destroy the Evil Skull of Souls.

A gigantic skull carved into the rock of this Satanic isle forms the entrance to the world of Skull.

Pendragon, controlled by the joystick, must explore a vast number of caverns, passages, solve problems, and fight off the Skull's evil hoardes.

To start with Pendragon is armed with magical orbs — which he can hurl at the various nasties — and is able to jump. A shovel and magical cloak must also be found.

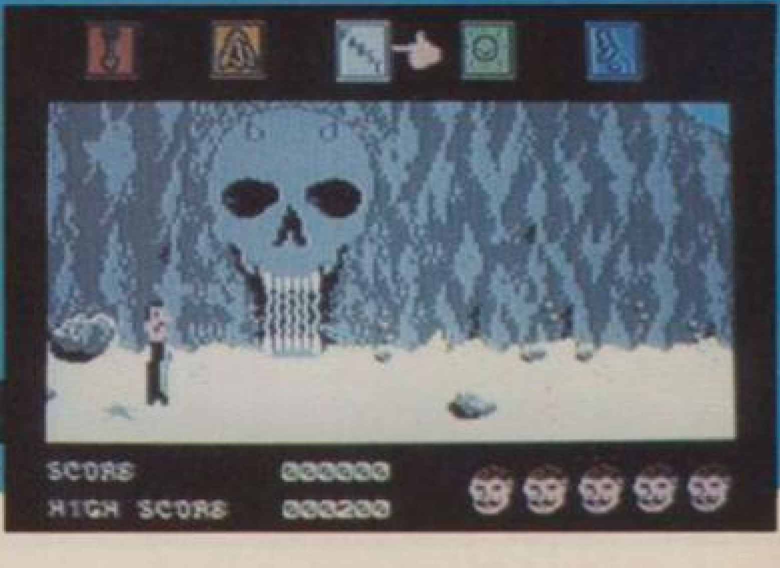
The cloak allows Pendragon to become invulnerable to most of the hazards in the game — but only for a short time.

It's fairly easy to get into the first part of the game and past the skull gate which is blocked by some sort of energy-sapping force field.

But the problem occupying my mind at the moment is how to get the shovel which is guarded by things which look like insects.

Right now I'm stumped, but it's a sure bet that Ideas Central will be flooded with calls for help about *Dragonskulle's* other problems, and also lots of hints and help which we'll be able to publish in future issues.

● Graphics	8
● Sound	8
● Value	8
● Playability	9



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IMPORTANT

Message for Amstrad Elite users

The first batch of Firebird's Amstrad version of Elite contains a bug which **may** make the game unplayable – the correct version has the name METROPOLITAN

If you have bought the game and have encountered this problem please return the cassette **only** (i.e. not the box or instructions), together with your **name** and **address** to the address below and you will receive your new cassette by return of post together with a £2 voucher redeemable through our mailorder department for any of Firebird's products

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• APRIL

TOP 30/ALL FORMATS

• THIS MONTH	• LAST MONTH	• GAME	• MACHINE	• MANUFACTURER	• WEEKS IN CHART
1	3	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS, EL	Imagine	8
2	NE	**Kung Fu Master**	CO	US Gold	—
3	NE	**Rock 'N' Wrestle**	SP, CO, AM,	Melbourne House	—
4	7	**Winter Games**	SP, CO, AM,	Epyx/US Gold	11
5	6	**Formula One Simulator**	SP, CO, AM, CI	Mastertronic	20
6	9	**Elite**	SP, CO, BB, EL	Acornsoft	22
7	1	**Commando**	SP, CO	Elite	8
8	13	**BMX Racers**	SP, CO, CI	Mastertronic	22
9	RE	**Hypersports**	SP, CO, AM, BB, MS	Imagine	16
10	10	**Action Biker**	SP, CO, CI, AM, AT	Mastertronic	22
11	8	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	11
12	5	**They Sold A Million**	SP, CP, AM	Hit Squad	10
13	2	**Rambo**	SP, CO	Ocean	8
14	12	**Finders Keepers**	CO, AM, MS	Mastertronic	22
15	14	**Spellbound**	SP, AM	Mastertronic	5
16	NE	**Caves of Doom**	SP, CO, AM	Mastertronic	6
17	NE	**Barry McGuigan World Champs**	SP, CO, AM	Activision	3
18	29	**Big Mac**	CO, CI	Mastertronic	3
19	NE	**Eidolon**	CO	Activision	—
20	21	**Rockman**	SP, CO, CI	Mastertronic	7
21	7	**Way of the Exploding Fist**	SP, CO, AM, BB	Melbourne House	22
22	NE	**One Man and His Droid**	SP, CO, AM, CI	Mastertronic	2
23	RE	**Vegas Jackpot**	SP	Mastertronic	—
24	NE	**Bounder**	CO	Gremlin Graphics	1
25	16	**Mercenary**	CO, AT	Novagen	—
26	NE	**Kung Fu Kid**	CI	Gremlin Graphics	1
27	27	**Lord of the Rings**	SP, CO, AM	Melbourne House	—
28	18	**Now Games 2**	SP, CO	Virgin	6
29	NE	**Movie**	SP	Imagine	—
30	RE	**Steve Davis Snooker**	SP, CO, AM, BB, CI, EL, QL	CDS	10

AMSTRAD/TOP 10

1	**Elite**/Firebird
2	**Sky Fox**/Ariolasoft
3	**They Sold a Million**/Hit Squad
4	**Yie Ar Kung Fu**/Imagine
5	**Caves of Doom**/Mastertronic
6	**Hypersports**/Imagine
7	**Formula One Simulator**/Mastertronic
8	**Finders Keepers**/Mastertronic
9	**Soul of a Robot**/Mastertronic
10	**Spellbound**/Mastertronic

SPECTRUM/TOP 10

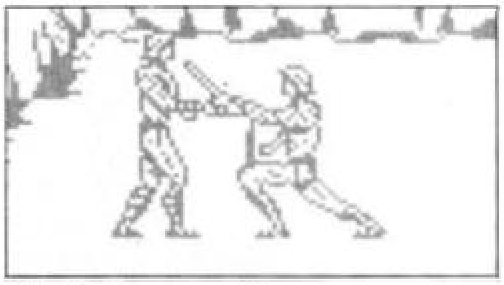
1	**Winter Games**/Epyx/US Gold
2	**Commando**/Elite
3	**Spellbound**/Mastertronic
4	**Rambo**/Ocean
5	**Movie**/Imagine
6	**Barry McGuigan**/Activision
7	**Yie Ar King Fu**/Imagine
8	**Caves of Doom**/Mastertronic
9	**Tomahawk**/Digital Int
10	**Gunfight**/Ultimate

BBC/TOP 10

1	**Yie Ar Kung Fu**/Imagine
2	**Exploding Fist**/Melbourne House
3	**Citadel**/Superior
4	**Strike Force Harrier**/Mirrorsoft
5	**Repton 2**/Superior
6	**Computer Hits (10)**/Beau Jolly
7	**Speech**/Superior
8	**Nightshade**/Ultimate
9	**Match Day**/Ocean
10	**Hypersports**/Imagine

CBM 64/TOP 8

1	**Kung Fu Master**/US Gold
2	**Rock 'N' Wrestle**/Melbourne House
3	**Eidolon**/Activision
4	**Bounder**/Gremlin Graphics
5	**Yie Ar Kung Fu**/Imagine
6	**Kane**/Mastertronic
7	**Koronis Rift**/Activision
8	**Commando**/Elite



Gladiator — on its way up.

MACHINE KEY

SP = SPECTRUM
BB = BBC
CO = COMMODORE 64
AT = ATARI
AM = AMSTRAD
EL = ELECTRON
CI = C16
ENT = ENTERPRISE

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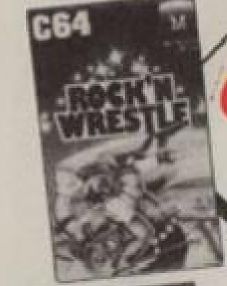

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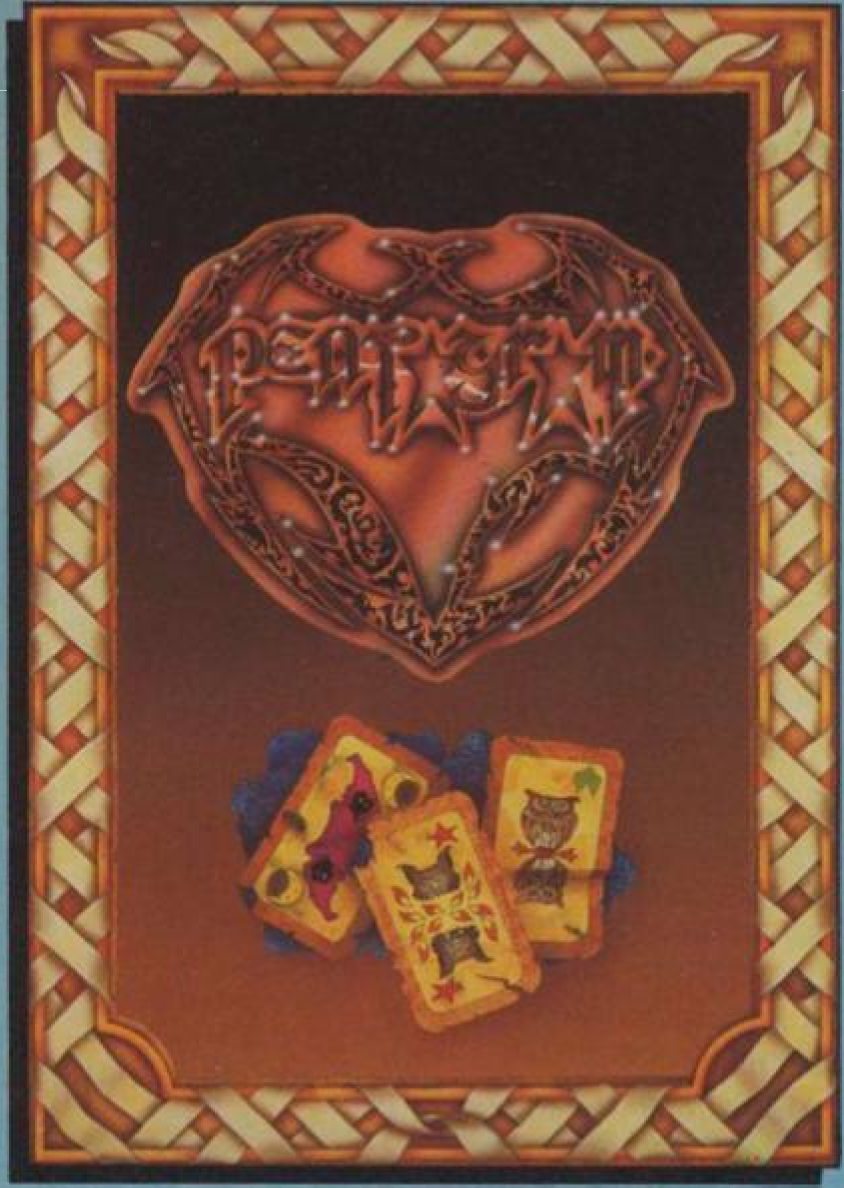

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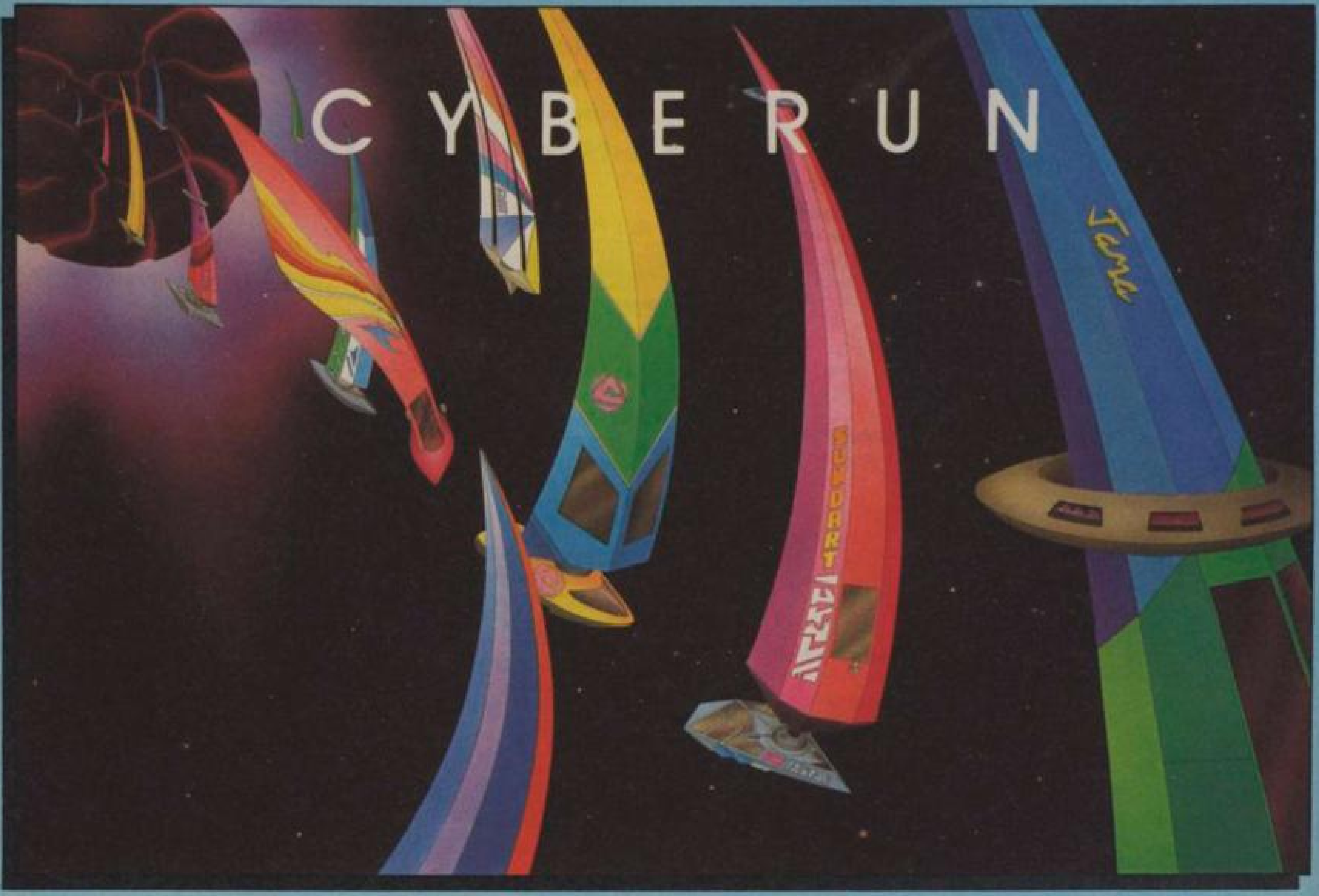
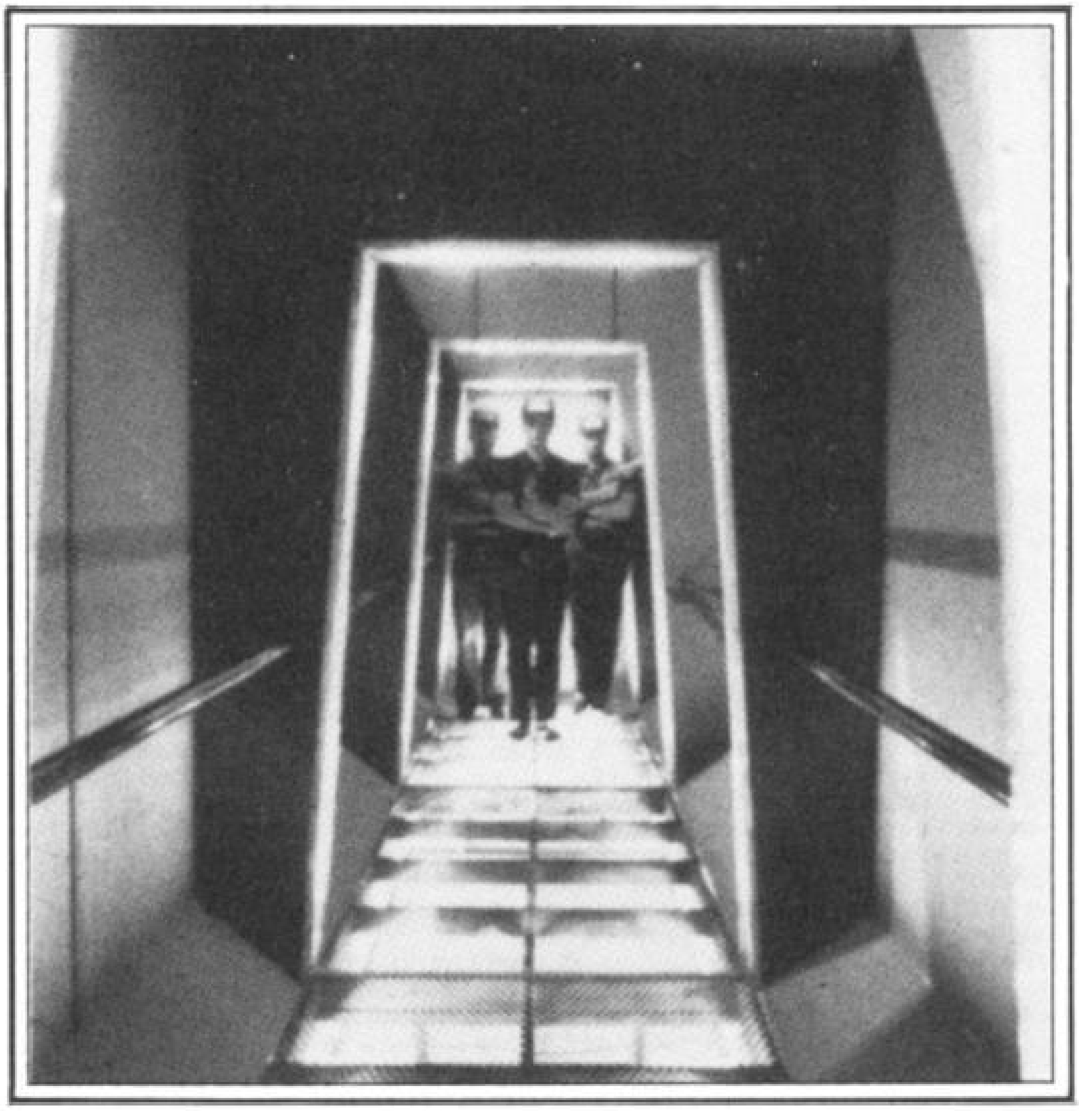


STAR BLAZER

First there was Planet Photon, then came the Treasure Trap Castle and Combat Zone. Now enter the latest live action fantasy game STAR BLAZER! C+VG's man in the U.S.A Marshal M. Rosenthal went boldly where brave men fear to tread to bring you this exclusive peek into the newest sci-fi battlezone. And he took the pictures too...



They suit you up and shove your nose against a door, the metal panels gleaming faintly in the indirect light. You nervously finger the gun, abruptly thrust into your hand a moment earlier, as the door opens before you with a quick "thump" of the motors.

The corridor ahead twinkles on and off as coloured lights below your feet reflect off the curved ceiling and back down again. A klaxon sounds and you're off, shoes clanging as you head for the proverbial light at the end of the tunnel.

Once out, your senses reel as you attempt to accept that you now inhabit a surrealistic world dazling with unreal colours. Even your hands and teeth are glowing!

Around you are fellow concripts, all dressed the same. Some wear vests the same colour as yours. But there are too many who don't. You race to and fro, shooting and dodging, feeling your heart pounding. Darting around craters, slipping between stalagmite caverns and maze-like passages, you wonder whether you can survive this test!

Peripheral vision warns of converging shadows. Twist! Shoot! Run! You're too good to be stopped, much less caught in ambush... This is life in the weird and deadly world of Star Blazer.

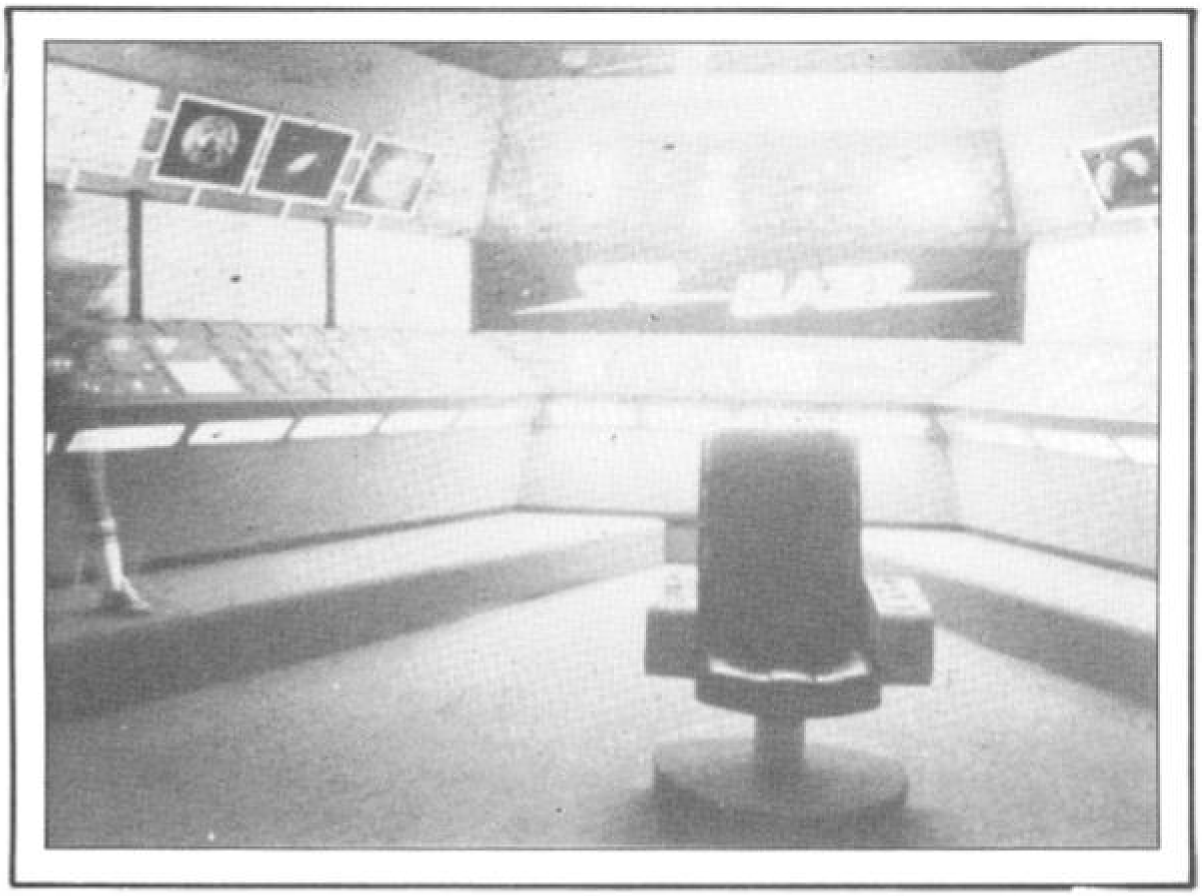
Star Blazer is a product of Canadian minds, located near sprawling Toronto. The outside of this latest sci-fi fantasy world is unobtrusive. A huge grey block, nestled among similarly drab buildings in an industrial complex. The sign could easily be misinterpreted as that of a company involved in aerodynamics or perhaps electronics. But there are those who know better. Let's join them and enter a fantasy world of danger and excitement.

The equipment seems deceptively simple, although it uses state-of-the-art technology. Each player puts on a padded vest which comes in one of the two team colours, orange or black.

Attached to the vest is a battery powered numeric counter. This special device is wired to a series of light detecting diodes which are placed around the front and back of the vest. Each player is also given a special "ray" gun. This shoots out a beam of infra-red light — newer models will also make zapping sounds. The gun runs on a simple 9 volt cell.

Players enter from within

continued ▶



a darkened corridor leading out to one of the two home bases. The corridor is protected at both ends by massive metal doors which open with a most satisfactory hydraulic sound. The corridor itself is lined overhead with pulsing fibre-optic lights.

The playfield is a world of false colour where the commonplace is unknown. This is done through the use of "black lights" which are stationed throughout the entire area. This causes various portions of the playfield to glow with eerie intensities. As does the player himself.

There are two home bases for the teams. One is the Bridge, an representation of a Starship command centre. The Planet is the other base, and is represented by an eerie landscape of an unknown world. Beyond these two points of sanity there are craters, tunnels and a series of twisting mazes.

Space music is pumped out at high levels, so forget about using aural senses. Two referees watch from above as the action commences.

The purpose is to help your team score against the other, and not being shot yourself. Being hit by a ray-gun blast scores a hit, and is recorded on your counter. It's line of sight aiming, so you have to be careful and quick.

The scores are added up at the end of the game and displayed on a large screen outside in the waiting area. The winning team, and players, are those with the lowest "hit" scores.

The command centre keeps track of the events on the playfield. The music is monitored and adjusted as the game progresses. A lot of preparation and planning is needed just to make the seven minutes move smoothly. Counters must be calibrated and batteries changed.

Cory Z. was still panting when I approached her. Since she had surrendered her gun, I wasn't too worried anymore about what she might do to me. She beat the pants off me the time I played agaist her.

"This is fun," she said, "I don't even mind bumping into the walls because it's not like I'm carrying any weight."

George L. echoed that sentiment. "There's not a lot of stuff to carry around," he said. "Some of the other games like this one make you wear a ton of stuff, and boy does it hurt when you're running at top speed, and collide with someone!"

Other players seem to agree. The consensus is that, when the going gets rough, the players don't want to be smashed into pulp by their own equipment.

The advantages of the Star Blazer system are obvious. Players can move around quicker, since there are no bulky battery packs, or computer interfacing to get in the way. The player can concentrate on the game. A fall no longer spells imminent pain or disaster.

Of course, what is really important is that the game is FUN! If you like using your wits and reflexes in a struggle against the greatest adversaries that exist — MAN, then you're going to like Star Blazer

When not operating his commercial photography studio in New York, Marshal M. Rosenthal is a journalist for publications dealing in computers, video and high-technology.

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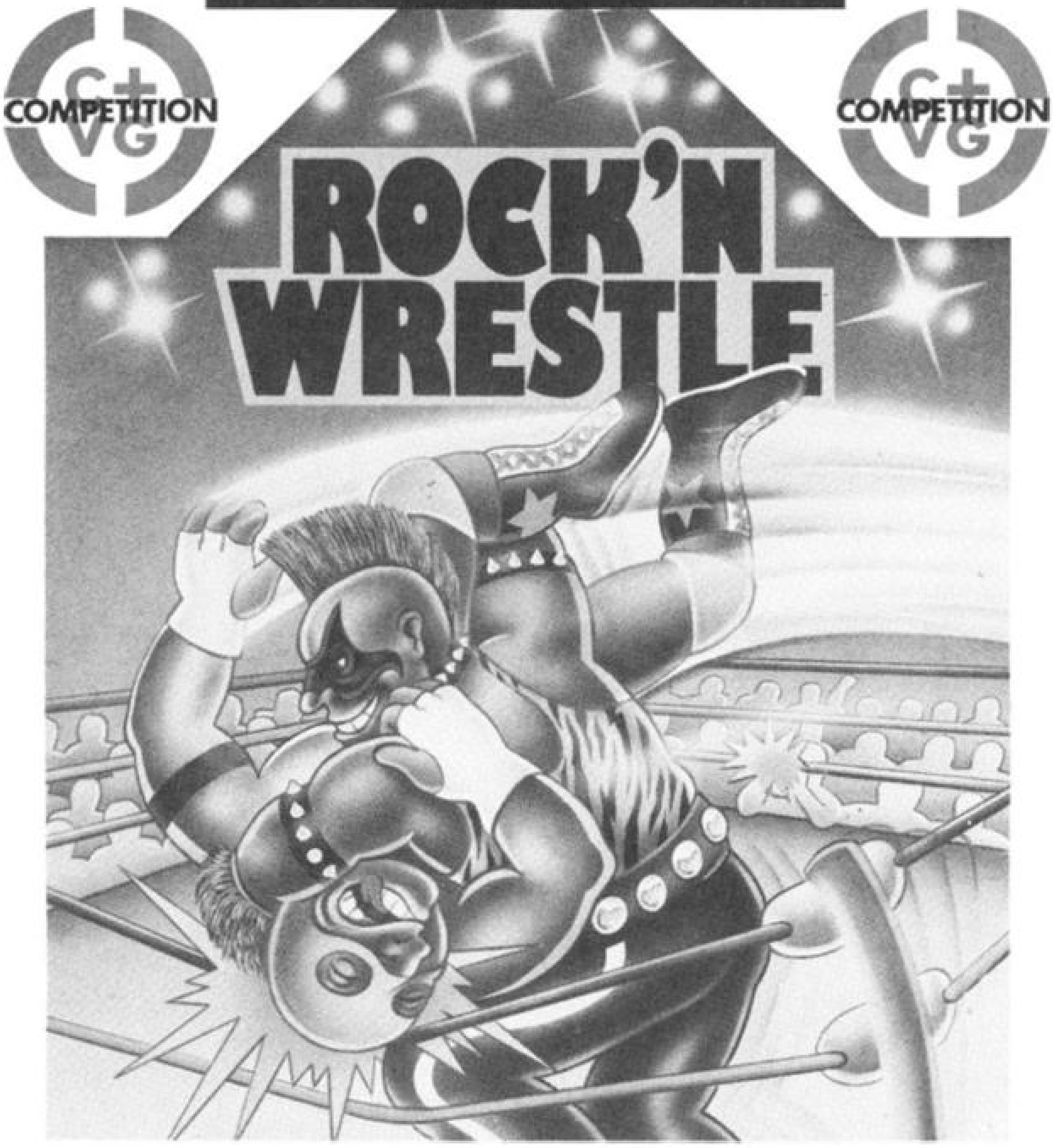
C+VG COMPETITION



Hello, grappling fans, and welcome to an all-star wrestling competition.

This month's bout is a tag contest between, in the red corner, those heavyweights of the computer world, Computer + Video Games and Melbourne House, and in the blue corner, thousands of readers.

But you'll have to get three falls, a submission or a knockout before getting any prizes in our great Rock 'n' Wrestle competition.

And in keeping with the Rock 'n' Wrestle theme, the first five prize winners will receive a personal stereo and a pair of trainers.

The next 30 runners-up will get copies of Rock 'n' Wrestle, Melbourne House's three-dimensional sports simulation and combat game where the wrestlers go under the exotic names of Gorgeous Greg, LA Bruce, Molotov Mick, and Vicious Vivian.

All you have to do is unjumble the following names of three very well known wrestlers and answer one question.

1 BADDIDGY__________

2 ACKSSSTYAHTIGAN__________

3 SANMKICMMCNU__________

4 Name the famous TV wrestling commentator__________

Send your answers together with the form printed below to Rock 'n' Wrestle Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The competition closing date is April 16 and the editor's decision is final.

Name__________

Address__________

____

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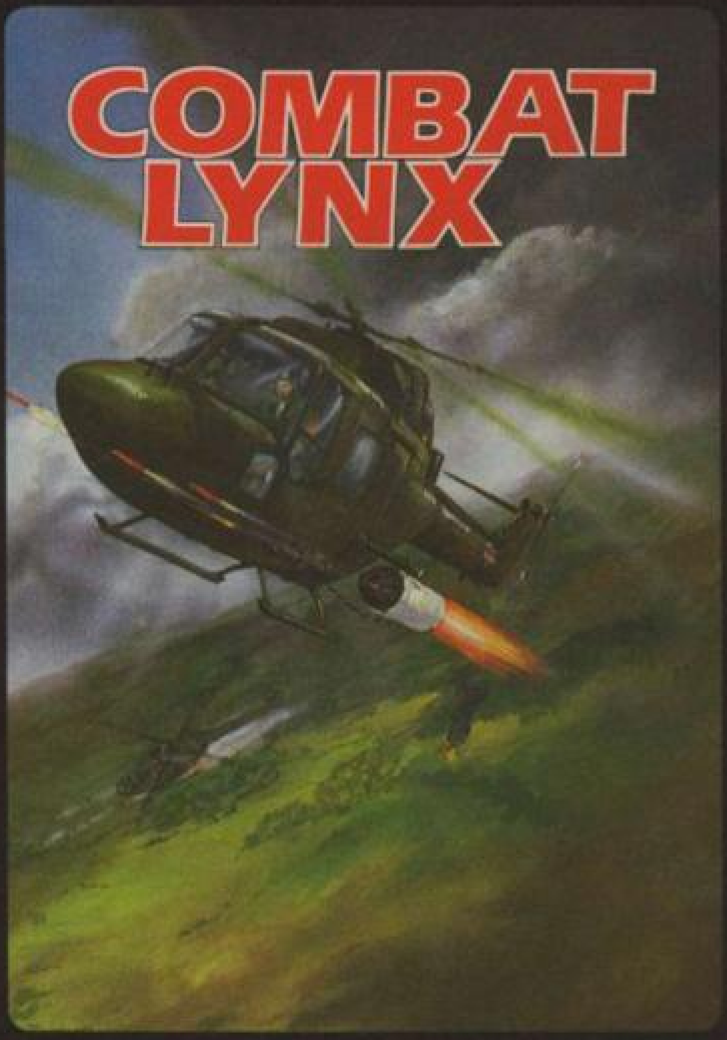
Shoe size__________

Spectrum ☐ Amstrad ☐ Commodore 64 ☐

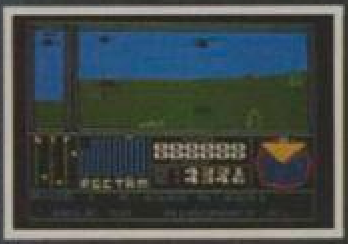
DURELL

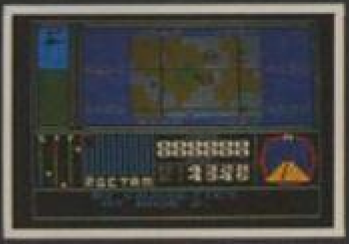


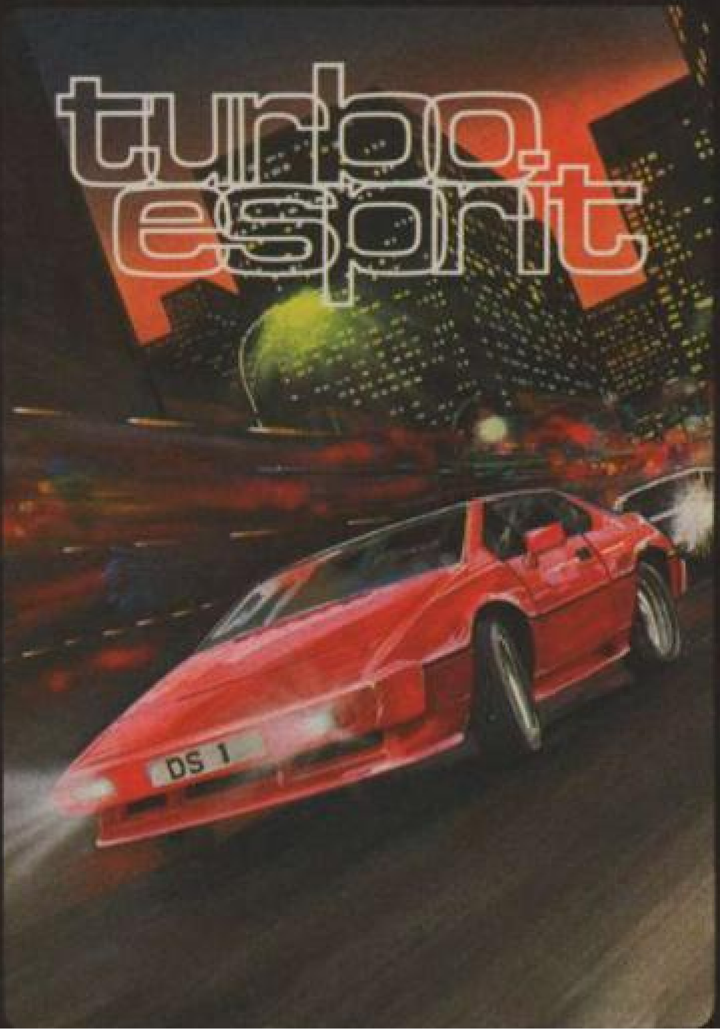
COMBAT LYNX (Air-to-ground Battle Simulation)

Spectrum 48k	£8.95
Commodore 64	£8.95
Amstrad 464/6128	£8.95
BBC/Electron	£8.95

"Combat Lynx is both simulation and shoot-em-up games in one. The 3D effect created by using contour line graphics tends to give it a more technical feel, so more like a simulation, but on the other hand there are lots of jets and enemy helicopters whizzing around and ground forces shooting at you which gives the game its instant playability appeal. Once you get the hang of coping with everything, it's possible to play a game of high strategy which involves not only arcade skills but those of forward planning. For people who enjoy strategy type games, Combat Lynx should provide hours of fun, while for those who prefer something instant and fast - choose skill level 4 and hang onto your hats! Generally the graphics are most impressive, with a few attribute problems when objects are about to become hidden, but these are minor in what is otherwise an engaging and challenging game."





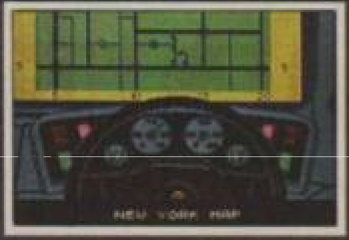


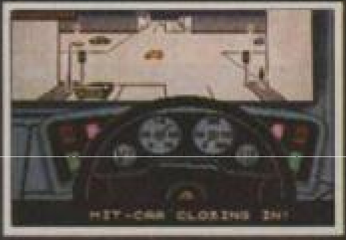
TURBO ESPRIT (3D Simulation Car Chase)

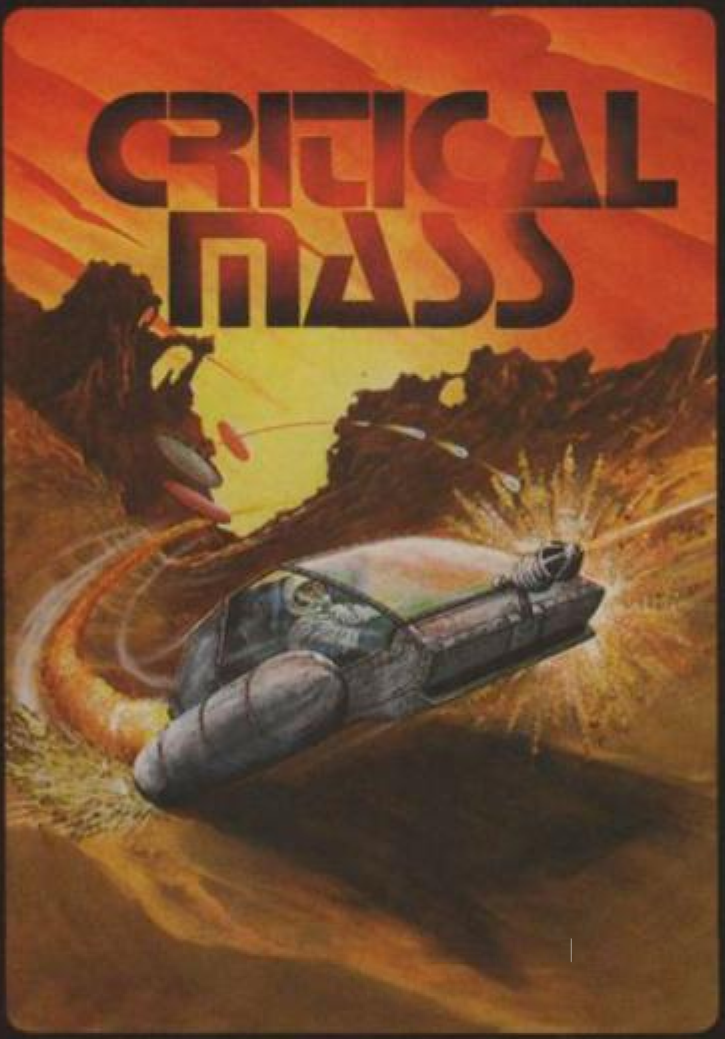
Spectrum 48k	£8.95
Commodore 64	£8.95
Amstrad 464/6128	£8.95

You are a special agent equipped with a Lotus Turbo Esprit. An international ring of drug smugglers are about to make a huge delivery of heroin, and must be stopped at all costs. The drugs are stored at a number of houses in the city, and will be taken by cars to an armoured van which will be cruising around the centre. A raid on the van before completion of the delivery would leave some of the drugs in circulation. Similarly a raid on any of the houses would alert them to your squad's activities. You must therefore try and pick-off the cars one by one before they make their drop, and then try to stop the van before it escapes. The delivery cars will be backed-up by 'hit' squads - so watch out!

(Developed with the support of Lotus Cars Ltd)





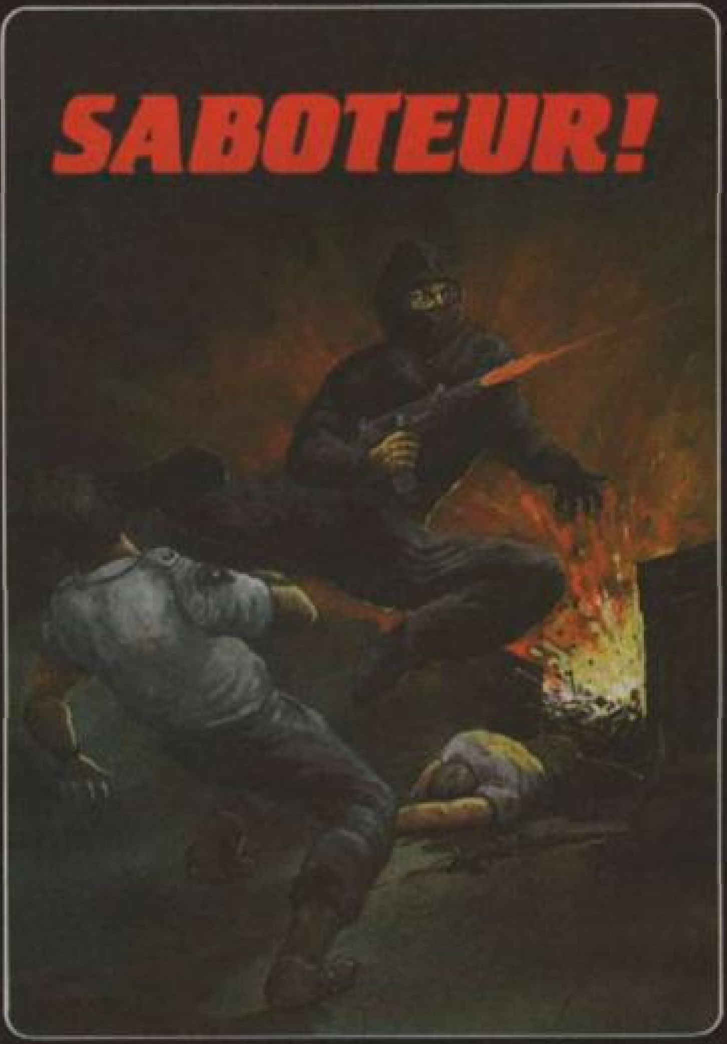


CRITICAL MASS (Arcade)

Spectrum 48k	£8.95
Commodore 64	£8.95
Amstrad 464/6128	£8.95

An outlying system of the Terra Federation has set up an advanced anti-matter conversion plant on a centrally positioned asteroid to supply the local colonists with energy. A surprise attack by alien forces has successfully overcome the asteroid's defences and the aliens are now threatening to self-destruct the power plant unless the colonists offer an unconditional surrender. The self-destruction process would effectively turn the power plant into a massive black hole that would wipe out the entire planetary system along with a number of nearby stars. Unconditional surrender offers an equally horrific prospect. Your mission is to infiltrate the enemy position and disable the anti-matter plant before the aliens achieve CRITICAL MASS.

"This is the biz!......The graphics and playability of this game are superb, making it well worth the money."



SABOTEUR (Martial Arts Arcade Adventure)

Spectrum 48k	£8.95
Amstrad 464/6128	£8.95
Commodore 64	£8.95

You are a highly skilled mercenary trained in the martial arts. You are employed to infiltrate a central security building which is disguised as a warehouse. You must steal a disk that contains the names of all the rebel leaders before its information is sent to the outlying security stations. You are working against the clock, both in getting to the disk, and in making your escape. You must enter the building from the sea by rubber dinghy, and will then only be able to leave by the helicopter on the roof. You will have to find your way around the warehouse, making use of the guards' own weapon supplies in your struggle through overwhelming odds.

"Saboteur is without a doubt one of the best arcade games I've seen for a long time and a welcome departure from the plethora of licenced/endorsed product that the industry seems to currently favour. Recommended."

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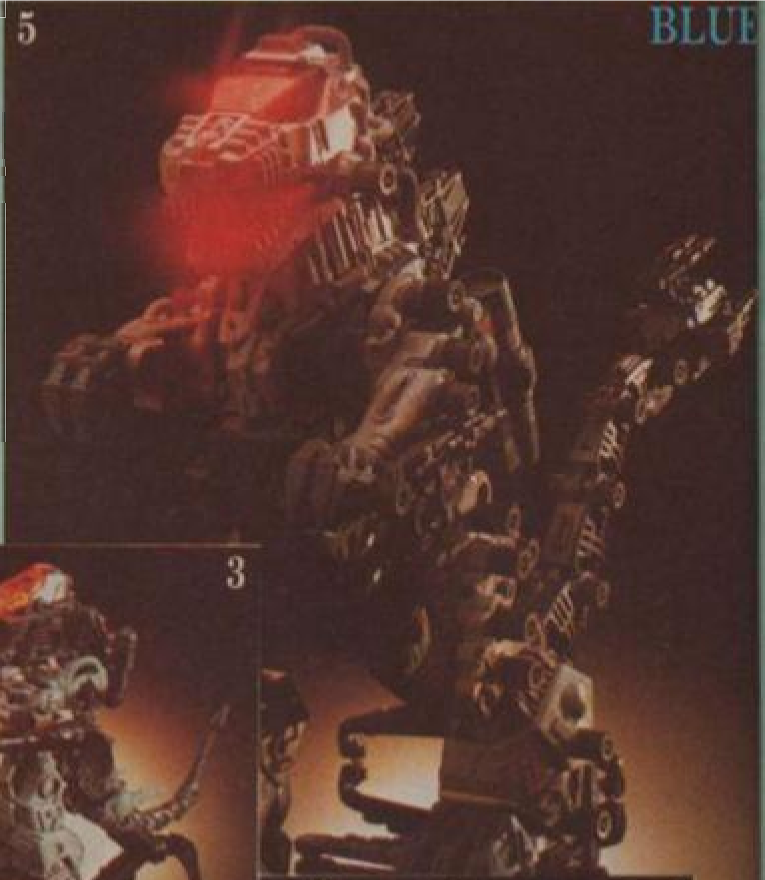
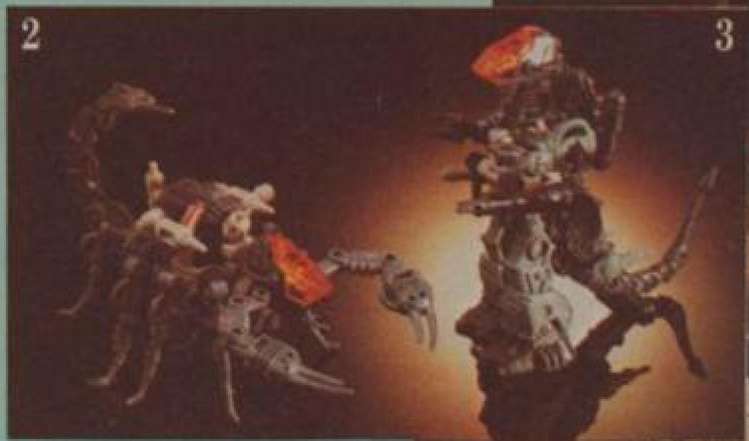
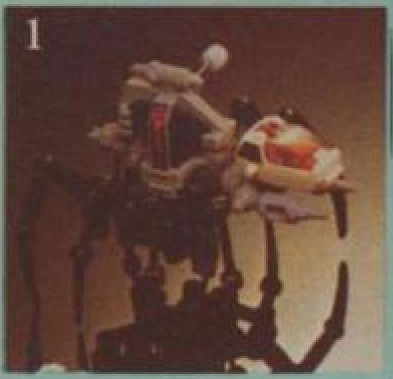
software getting harder . . . .

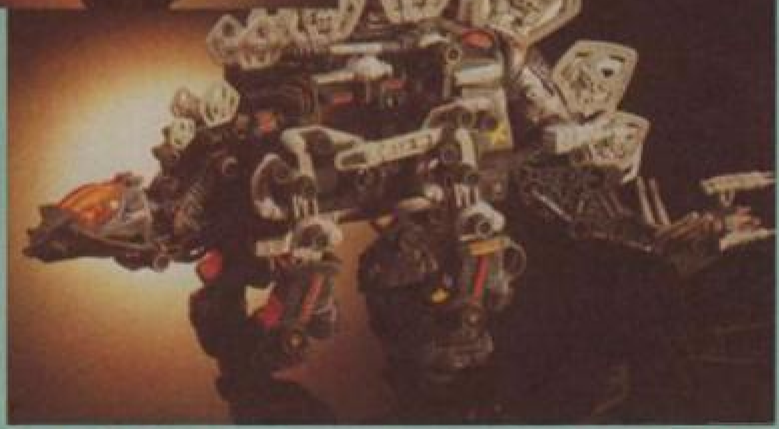
ZOID AVOIDER

Welcome to the machines my friends! Zoids are the toughest bunch of metallic monsters this side of the Bug Hunters and right now they are taking the games world by storm! The eternal conflict of Red Zoid versus Blue Zoid has been brought to your computer by The Electric Pencil programming team and Martech. We're proud to present the first look at the line-up of the opposing forces. All you wanted to know about the Zoids, but were afraid to ask!









First let's look at a bit of ancient Zoid history: Millions of light years from earth lies the planet Zoidstar. Its rock and desert surface is scorched and barren.

Here strode an ancient race of galactic warlords . . . the Zoidarians. Here stood the cities where they planned their conquests. Deep within the cities lay the mammoth construction plants that spawned their terrifying war machines . . . Zoids.

Possessed of devastating firepower, Zoids carried the warlords into battle. Nothing could stand against them. Planet after planet fell to their merciless onslaught, till their victory was absolute.

Zoidarians turned on one another. Duels to the death satisfied their lust for battle, but this Heroic Combat threatened disaster for them. The Zoidarians bore offspring rarely, their survival depending on their great life expectancy. The escalating death toll of Heroic Combat would inevitably lead to their extinction. So, androids were developed to pilot Zoids into battle.

But the Zoidarians were doomed. A devastating meteor storm wiped them out — only the machines survived.

The Zoidarians had kept a battleforce of Zoids on standby, in space, Caught in the meteor storm, the battleforce attempted to land on the Blue Moon, a frozen and inhospitable world.

The androids soon discovered that the icy cold was their worst enemy. Zoids had to be transformed from cold metal into boiling fluid machines. To survive they had to become . . . Red Zoids.

Forced to cooperate in the desperate struggle for survival, Red Zoids learnt to operate together.

Blue Zoids, still locked in individual combat, were taken by surprise. City after city fell to Red Zoid leader, Redhorn the Terrible. Blue Zoids were forced to unite. Their efforts culminated in building Supreme Blue Zoid Zoidzilla!

● BLUE ZOIDS

1. SPIDERZOID

The most deadly of the original Zoids because of its great speed. Equipped with twin guns and missile system.

2. SCORPOZOID

Heavily armoured fighting machine equipped with gun and missile systems.

3. TROOPERZOID

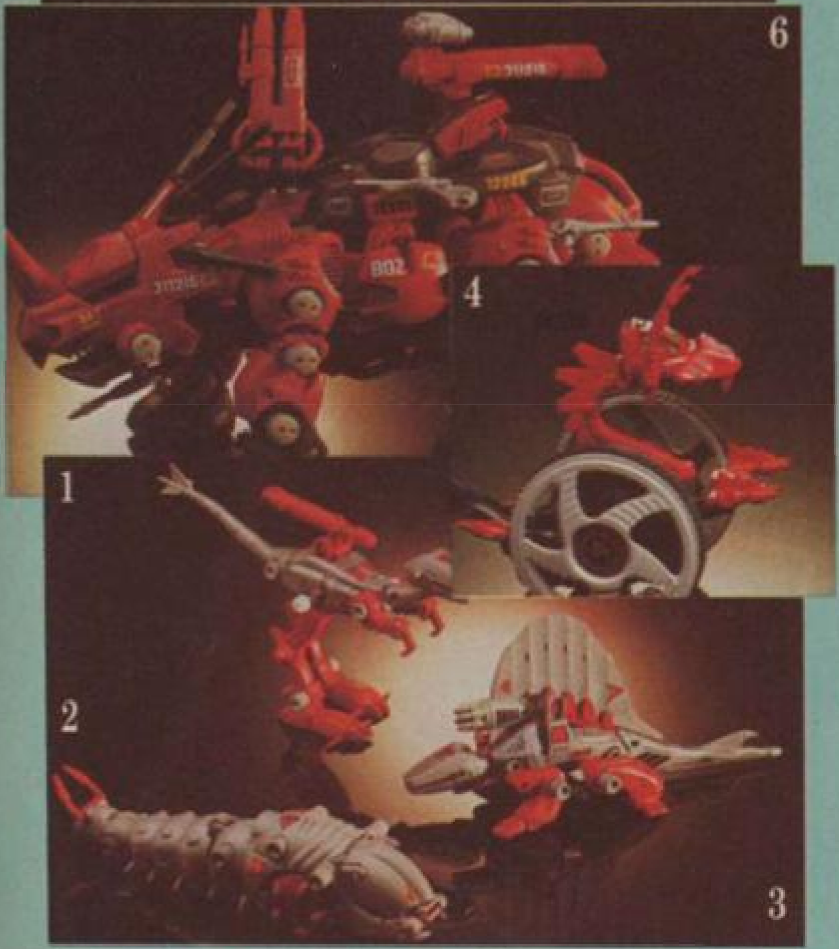
Heavily armoured ground attack Zoid. Trooperzoids usually led the attack in any conflict.

4. GREAT GORGON

A huge and heavy attack Zoid with multiple pivoting gun and missile systems. Great Gorgon roams the battlefield for weaknesses in the Red Zoids' defence.

5. MIGHTY ZOIDZILLA

The Supreme Blue Zoid combat leader and the most menacing Zoid ever created. Zoidzilla is brisling with powerful gun and missile systems. He is the only Blue Zoid capable of standing against Redhorn the Terrible.



● RED ZOIDS

1. HELLRUNNER

Long-legged mutant Red Zoid. Mounted with guns for defence but has no missile system for attack. Very fast. Hellrunners are used to patrol all important locations.

2. SLITHERZOID

A sleek, merciless mutant Red Zoid with concealed gun and missile systems. They travel between the mines and domes.

3. SPINEBACK

A ferocious and mean mutant Red Zoid with gun and missile systems. A sinister and deadly opponent. Spinebacks are kept on stand-by inside City Domes. If alerted by Hellrunners they will attack intruders without mercy.

4. SERPENT

A mutant Red Zoid with terrifying speed and power. Equipped with gun and missile systems. There is usually one serpent for each city network. He has set patrols, looking for intruders to destroy. If destroyed, he cannot be replaced.

5. MAMMOTH THE DESTROYER

A cruel renegade Zoid who has defected to the Red Zoids. Heavily armoured, he has special ultra-sonic radar ears which can detect signals transmitted from the beacons.

6. REDHORN THE TERRIBLE

Sleek and merciless. Redhorn is the ultimate Red Zoid mutation. He is the imperial Red Leader and deadliest enemy of the Blue Zoids. Like Mammoth, he roams between the city networks.

HOW TO SURVIVE — 10 TIPS THAT WILL KEEP YOU ALIVE!

1. POWER PLANT

The power plant is of immense importance to the city network. It provides the power which keeps the protective domes in place over the cities, mines and beacons. If attacked, it drains the city network of power to protect itself. To allow yourself the opportunity of destroying cities, mines and beacons you must first call a radio base strike on the power plant. When the base missile strikes, the city network will be temporarily drained of power, ie, there will be no protective domes. You can then use your own Zoids missiles to attack selected targets.

2. DEBRIS

Anything which you destroy is likely to leave debris which may be of use to you. ALWAYS scan the vicinity to check for this.

3. BEACONS

The Beacons alert Redhorn the Terrible of any intrusions into that network. There are times when destroying this Beacon will be to your disadvantage.

4. GUNS

Aim either the left tracer or the right tracer to hit missiles. If you aim to the centre, the bullets will tend to go each side of the missile.

5. RED ZOIDS

Enemy Red Zoids have incredibly efficient Blue Zoid detectors built into their weapons systems. They are even able to detect your presence in the network just by crossing the path you have recently taken. Therefore, try to spot Red Zoid patrol routes.

6. SLITHERZOIDS

If a Slitherzoid is destroyed, its supplies of raw material of Zoidar power pods it carries may not have been damaged and can be easily picked up by your Zoid using the Scanner. You'll need all the Zoidar power you can get.

7. CITY DOMES

Keep a record of the City Domes where you find bits of Zoidzilla. These are ALWAYS more important than "empty" City Domes even though the placing of parts of Zoidzilla is random and different each time you play the game.

8. MISSILES

The closer you get to your target the better. It will enable you to hit your target more easily. However it also increases the danger of your Zoid being intercepted by defending Red Zoids.

9. ZOIDZILLA

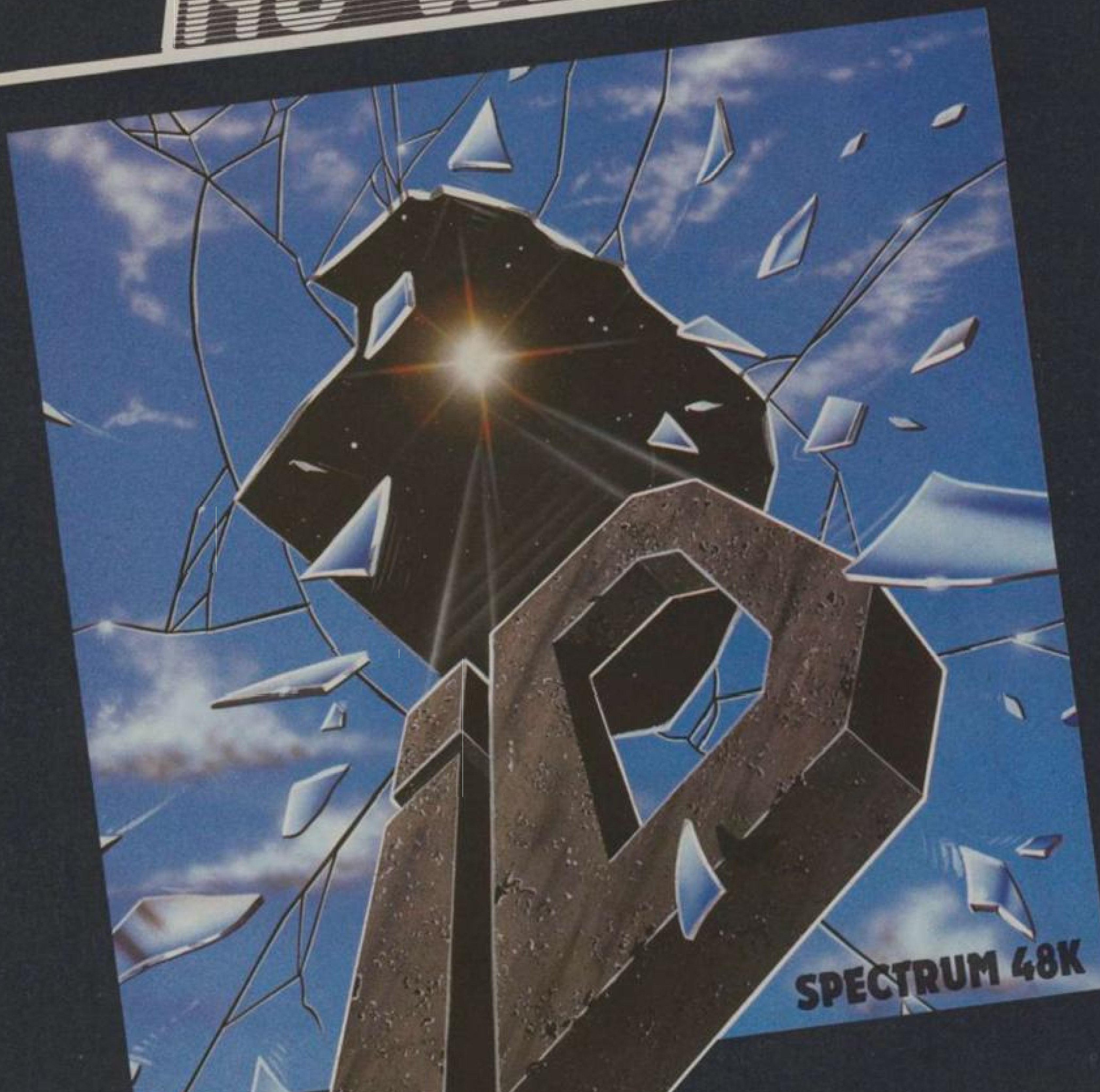
Once you've found a part of Zoidzilla leave that City Network QUICKLY by a perimeter route. This lessens the danger of interception.

10. SERPENTS

These deadly Red Zoids roam throughout the entire map and cannot be detected in advance. That means they can launch sneak attacks with missiles with warning. They also drop Zoid damaging mines. So be prepared!

● Please note that these tips apply to the Spectrum and Amstrad versions of Zoids — The Battle Begins.

NU WAVE



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WHAT WAS ID?

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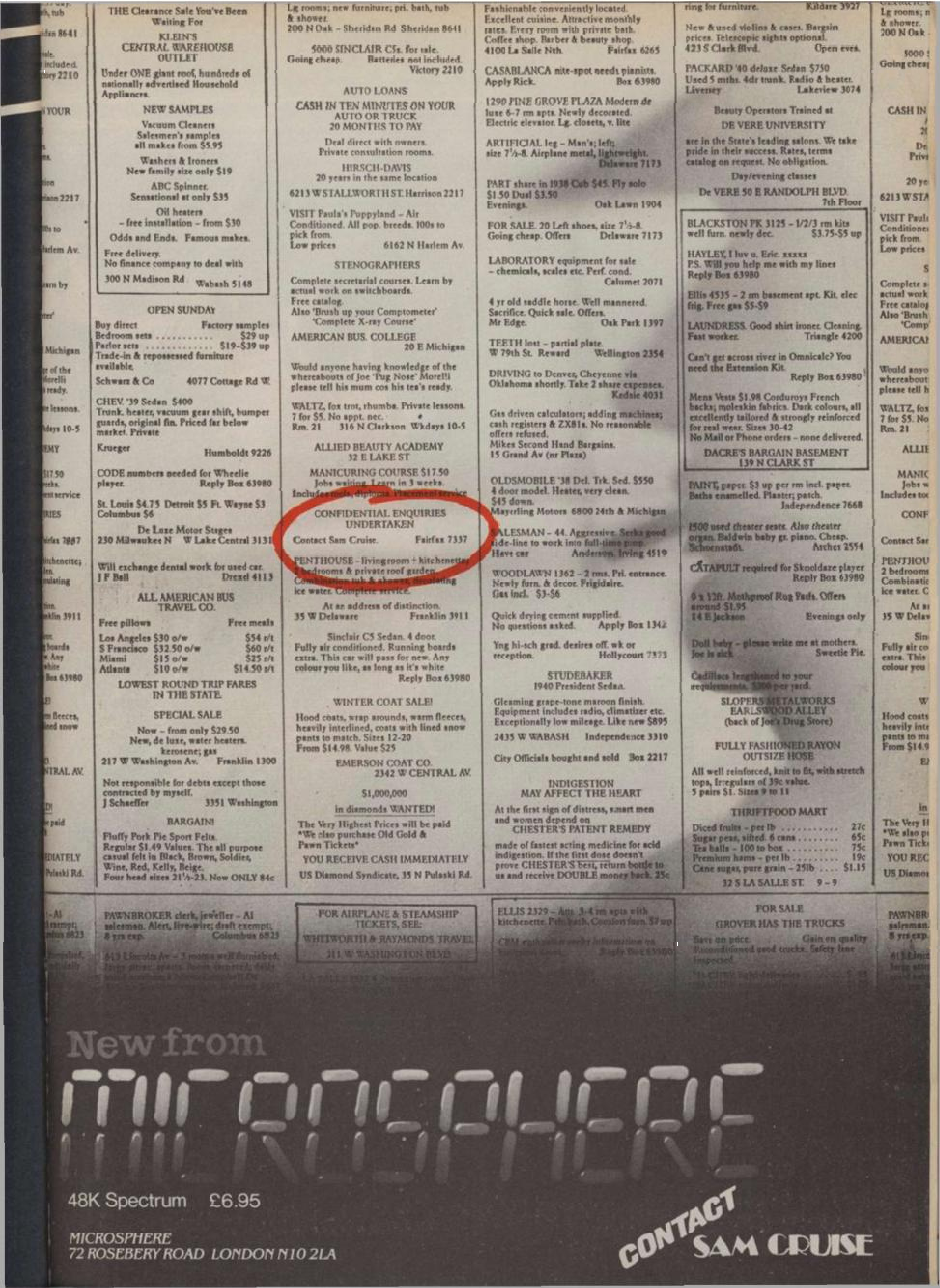

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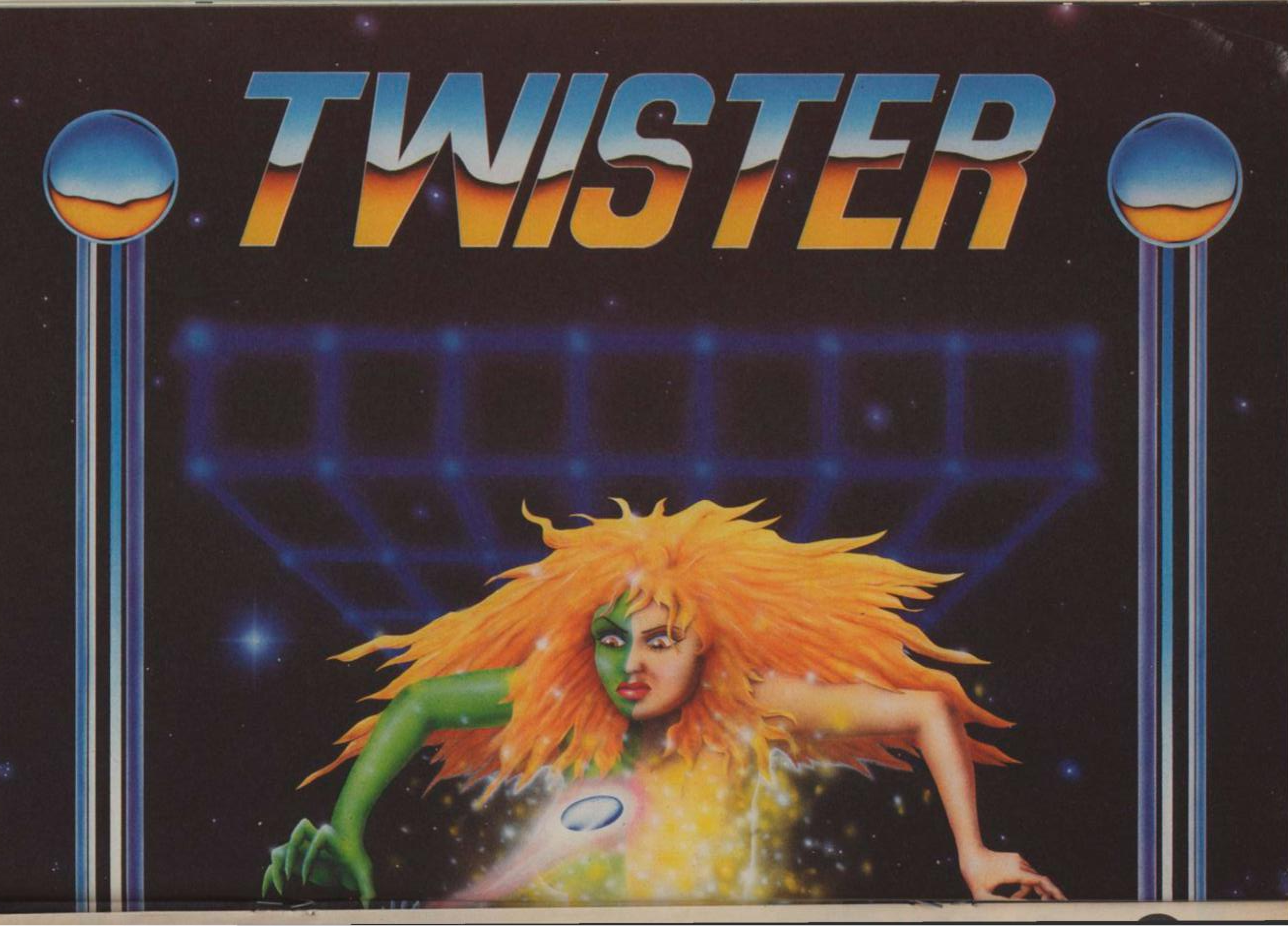
TWISTER

CHECKSUM LISTING

● SPECTRUM 48K

Always eager to please, those ingenious folks at Ideas Central have come up with a neat idea to improve program listings in the magazine.

We know that many readers enjoy typing programs from the magazine, but having done so, the last thing they want is to have to meticulously check every line for those elusive typing errors. Well, for the minor inconvenience of typing the short program shown below. Spectrum owners will be able to automatically detect all typing errors in future listings.

CHECKSUMS

If you look carefully at the Spectrum Basic program in figure one, you'll notice that every line ends with a three digit number in the form: <ABC>

This is known as a 'checksum'. Checksumming works by calculating a mathematical value based on the data being checked (in this case, the character data in each line of Basic). If you were to change one of the characters in the line, then the checksum would also (probably!) change. Obviously, it is possible to devise different lines where the checksums are the same, however this is very unlikely, and the checksum will spot the vast majority of typing mistakes.

HOW TO USE THE PROGRAM

So how do you use this brilliant typing aid? All you have to do is type in the Basic program shown in figure one, ignoring the checksums shown at the end of each line (ie. Don't type these). Next, save the program to tape (just in case of errors) using: SAVE "CHECK"

You can now RUN the program, which will produce a "PLEASE WAIT" message. After a while, if everything has gone correctly, the computer should produce the "Code entered" message. Next the screen will clear and, after a few lines of text, a listing of the program will be produced with the checksum numbers shown at the end of each line. These numbers should correspond to the numbers shown in the magazine listing. If you get the wrong numbers or the machine just seems to stop, then recheck the program, especially the DATA statements starting at line 2000.

The next job is to save the machine code routine. This is easily done with the command: SAVE "MCHECK" CODE 65000,150

From now on, when you've finished typing a listing from the magazine (and saved it to tape, for safety), just load the checksum machine code routine by typing: LOAD "MCHECK" CODE. Then run the routine using: RANDOMIZE USR 65000

This will produce a listing of the program on the screen, including all the checksum numbers. You just check these numbers against those printed in the original listing, and any numbers which differ indicate a typing mistake. This could be anything, such as an incorrect line number, a missing space or character, or just reversing a couple of characters, such as '21' instead of '12'.

If you have a printer connected to your Spectrum, then type: RANDOMIZE USR 65004.

This produces a listing on the printer instead of the screen.

POSSIBLE PROBLEMS

Obviously, if the checksum routine is to work, then it must be typed correctly to begin with. There are a number of error checking features built into the Basic Loader in figure one. All the DATA strings in the program should contain an even number of characters. If you've missed one of these, or included an extra character, you'll get the message 'Odd number of hex digits in:', followed by the offending character string. Alternatively, if you've mistyped one of the characters, you might get the message 'Illegal hex digit:'. All the strings should contain characters in the range "0" to "9" and "A" to "F" (upper case).

Finally, if all the hex strings load correctly, but you've still mistyped a character, then the value of 'ck' will be different to 'total', and the computer will give the message 'Error. Recheck Listing'.

ASSEMBLY CODE

Anybody with an assembler, or simply interested in how the program works, will find the annotated code in figure two useful. If you have an assembler, you may prefer to use this listing rather than type in the Basic Loader program. This will also allow you to move the location of the routine, if you're using locations above 65000 for something else.

Studying this listing will show that the checksum is based mainly around the exclusive-OR instruction (XOR). Unfortunately, this on its own will not, for instance, spot differences in chains of similar digits (eg. 'AAAAA' and 'AAAA'). After the first 'A' has been XORed with the checksum to this point, further similar characters will not change the value.

Consequently, the checksum byte is rotated (using RLCA) after each XOR operation, except the line number and the very last XOR at the end of each line.

WHERE TO GO FROM HERE

If everything has gone to plan, you should now have access to the machine code routine for the checksum utility (ie. MCHECK). You can try this out immediately on this month's special length Spectrum Listing, which is a multi-character adventure called *The Wizard of Tallyron*. When you've finished typing the listing, just load the MCHECK routine, then call it to show all the checksum numbers.

Eagle-eyed readers may also have spotted that the zero (0) and lower-case L (1) characters have also been changed to make them more readable, so hopefully program typing will be error-free from now on.

If you don't happen to own a Spectrum, then don't dispair. If these checksums are a success, then other micros will be receiving similar treatment, so watch this space!

● By Marcus Jeffery

SPECTRUM

```
  10 CLEAR 64999 <108>
  20 PRINT AT 9,11;"PLEASE WAIT"
 <104>
  30 GO SUB 1000 <008>
  40 CLS  <162>
  50 PRINT "If the computer give
s an error" <167>
  60 PRINT "or simply stops, the
n recheck" <050>
  70 PRINT "this program - espec
ially the" <131>
  80 PRINT "DATA statements from
 line 2000." <004>
  90 PRINT "Otherwise, these num
bers should" <165>
 100 PRINT "be the same as the o
nes in the" <121>
 110 PRINT "magazine listing..."
 <015>
 120 PRINT : RANDOMIZE USR 65000
 <149>
 130 STOP  <238>
 140: <042>
1000 REM HEX LOAD ROUTINE <151>
1010 DEF FN p(x)=CODE h$(x)-48-7
*(CODE h$(x)>=65) <180>
1020 LET byte=0: LET ck=0 <093>
1030 RESTORE 2000 <038>
1040 READ start <052>
1050 READ h$ <166>
1060 IF h$="*" THEN  GO TO 1160
<128>
1070 IF LEN h$<>2*INT (LEN h$/2)
 THEN  PRINT "Odd number of hex
digits in: ";h$: STOP  <234>
1080 FOR i=1 TO LEN h$ <015>
1090 IF NOT ((h$(i)>="0" AND h$(
i)<="9") OR (h$(i)>="A" AND h$(i
)<="F")) THEN  PRINT  "Illegal h
ex digit: ";h$(i): STOP  <027>
1100 NEXT i <174>
1110 FOR i=1 TO LEN h$ STEP 2: L
ET val=16*FN p(i)+FN p(i+1) <232
>
1120 POKE start+byte,val: LET ck
=ck+val <051>
1130 LET byte=byte+1 <192>
1140 NEXT i <078>
1150 GO TO 1050 <104>
```

```
1160 READ total: IF ck<>total TH
EN  PRINT "Error. Recheck listin
g.": STOP  <235>
1170 PRINT AT 11,10;"Code  enter
ed" <117>
1180 PAUSE 150 <154>
1190 RETURN  <178>
2000 DATA 65000,"3E02","1802","3
E03","CD0116" <071>
2010 DATA "210000","CD6E19","E5"
,"CD5518" <100>
2020 DATA "E1","CD0AFE","ED5B4B5
C","A7","ED52" <204>
2030 DATA "19","D0","20ED","3E20
","D7","3E3C" <000>
2040 DATA "D7","AF","AE","23","A
E","23","4E" <082>
2050 DATA "AE","23","46","AE","2
3","F5","0B" <013>
2060 DATA "78","B1","2805","F1",
"07","AE" <045>
2070 DATA "18F4","F1","AE","23",
"E5","2600" <173>
2080 DATA "6F","019CFF","CD44FE"
,"0EF6" <145>
2090 DATA "CD44FE","7D","CD4CFE"
,"3E3E","D7" <098>
2100 DATA "3E0D","D7","E1","C9",
"AF","09","3C" <205>
2110 DATA "38FC","ED42","3D","C6
30","D7","C9","*" <005>
2120 DATA 12416 <220>
```

SPECTRUM CHECKSUM 2

```
                      ORG    65000
                      LOAD   65000

FDE8 3E02      LIST   LD     A,2            ;A = Screen channel
FDEA 1802             JR     LSTRT
FDEC 3E03      LLIST  LD     A,3            ;A = Printer channel
FDEE CD0116    LSTRT  CALL   1601H
FDF1 210000           LD     HL,0           ;Start at line number zero
FDF4 CD6E19           CALL   196EH          ;HL = First line address
FDF7 E5        LALL   PUSH   HL             ;Stack start address
FDF8 CD5518           CALL   1855H          ;Print line
FDFB E1               POP    HL             ;Unstack start address
FDFC CD0AFE           CALL   CHECK          ;Print checksum
FDFF ED5B4B5C         LD     DE,(23627)     ;DE = VARS
FE03 A7               AND    A
FE04 ED52             SBC    HL,DE          ;Check for program end
FE06 19               ADD    HL,DE
FE07 D0               RET    NC             ;Return if end reached
FE08 20ED             JR     NZ,LALL

FE0A 3E20      CHECK  LD     A," "          ;Print a space
FE0C D7               RST    10H
FE0D 3E3C             LD     A,"<"          ;Print "<"
FE0F D7               RST    10H
FE10 AF               XOR    A              ;A = 0
FE11 AE               XOR    (HL)
FE12 23               INC    HL             ;HL = High byte line number
FE13 AE               XOR    (HL)
FE14 23               INC    HL             ;HL = Low byte line length
FE15 4E               LD     C,(HL)
FE16 AE               XOR    (HL)
FE17 23               INC    HL             ;HL = High byte line length
FE18 46               LD     B,(HL)         ;BC = Line length
FE19 AE               XOR    (HL)
FE1A 23        CNEXT  INC    HL
FE1B F5               PUSH   AF             ;Save checksum
FE1C 0B               DEC    BC             ;Check for end of line
FE1D 78               LD     A,B
FE1E B1               OR     C
FE1F 2805             JR     Z,CLINE
FE21 F1               POP    AF             ;Get checksum
FE22 07               RLCA
FE23 AE               XOR    (HL)
FE24 18F4             JR     CNEXT
FE26 F1        CLINE  POP    AF
FE27 AE               XOR    (HL)
FE28 23               INC    HL
FE29 E5               PUSH   HL             ;Save end of line address+1
FE2A 2600             LD     H,0            ;HL = Checksum
FE2C 6F               LD     L,A
FE2D 019CFF           LD     BC,0FF9CH      ;BC = -100
FE30 CD44FE           CALL   OUTDIG
FE33 0EF6             LD     C,0F6H         ;BC = -10
FE35 CD44FE           CALL   OUTDIG
FE38 7D               LD     A,L            ;A = Remainder
FE39 CD4CFE           CALL   PNUM
FE3C 3E3E             LD     A,">"          ;Print ">"
FE3E D7               RST    10H
FE3F 3E0D             LD     A,13           ;Print <CR>
FE41 D7               RST    10H
FE42 E1               POP    HL
FE43 C9               RET
FE44 AF        OUTDIG XOR    A              ;A = 0
FE45 09        OUTNUM ADD    HL,BC          ;Effectively subtract base
FE46 3C               INC    A              ;Count subtractions
FE47 38FC             JR     C,OUTNUM
FE49 ED42             SBC    HL,BC          ;Re-add last digit
FE4B 3D               DEC    A
FE4C C630      PNUM   ADD    A,48           ;Create ASCII value
FE4E D7               RST    10H            ;Print it
FE4F C9               RET

                      END

Workarea - A597 to A728
ORG  end - FE50
LOAD end - FE50
```

THE WIZARD OF TALLYRON

● Spectrum 48K

Design and concept ....Mike Turner.
Programming................... Lin Turner.
Paul Jefferies.
Graphics................ Justin Middleton.

TYPING THE LISTINGS

When typing in the two listings given below, you can ignore the three-digit numbers (eg. <255>) shown at the end of each line of Basic. These are checksum digits, designed to help you spot any typing errors (see page 47).

As usual, we have converted the graphics, so underlined text should be typed in graphics mode (eg. sh3 means hold down the **SHIFT** key and press '3', while in graphics mode). Similarly, underlined text in brackets refers to a graphics command, so (INV VID) means go into inverse video mode (ie. **CAPS SHIFT** + '4')

PROGRAMMING STEPS

Type in the **MAIN PROGRAM** and save to tape (see above notes). Having done this, you'll need to type in the **ARRAY LOADER** program. It's probably a good idea to save this to a different tape, though it won't be used in the final program. Now you can run the Array Loader program and, as it prompts you for numbers, type in the numbers shown in **ARRAY DATA** figure.

You should work across the columns when typing these, so the sequence starts 000, 000, 000, 110, 110, . . . When you've typed the last number, the computer will prompt:

Start tape, then press any key.

Position the tape, containing the Main Program, at the end of where the Main Program is stored. Press **PLAY** and **RECORD**, then press a key, and the data will be stored.

You're now ready to load and run the main program, which will automatically load the array data.

CHAPTER ONE

The old farmer sat at his window, watching the tattered remnants of a once mighty army retreat north towards the capital city and away from the threatening enemy forces of Grehk.

As he gazed, his face emotionless, the door of the room opened behind him and he turned to face the muscular figure of his son, Karl.

"We must leave, father," said the young man. "I have spoken to some army officers and they say that all is lost."

"Leave?" The old man stared back at the window. "Leave our land? Leave all we've worked for? Where would we go?"

"We can't stay. The forces of the warlord will enslave us, and steal our land anyway. I have friends in the capital who will help us, one of whom is a member of the king's private bodyguard."

"Yes, my son. Perhaps you are right. *To the capital* it is, then." The old man slowly rose to his feet. "I never thought I should live to see Tallyron fall to the Council of Evil. The rumours must be true; the Mace must have been taken.

Karl gave a bitter laugh. "The Mace is merely a legend. You surely don't believe in it?"

"You can scoff, young man," his father replied. "But no member of the Council has ever managed to cross our border, not Grekh from the south, nor Krull in the east; not even the Black Knight from the north. Now suddenly we are attacked from all three sides, maybe even to be driven into the sea. And there is talk of this so-called mythical mace being stolen. I believe it exists."

CHAPTER 2

The Grand Meeting of the Tallyron Wizards was interrupted by a sharp tap on the main doors to the Great Magicians' Hall.

"Who dares to invade the privacy of the Grand Meeting?" cried the doorkeeper.

"Marc, First yeoman of the King's Personal Bodyguard," came the reply. "The king requests an audience with the Meeting."

There was a stunned silence, for no sovereign had asked to be admitted to see the wizards for almost three hundred years. The doorkeeper recovered himself sufficiently to give the traditional answer.

"Request denied. No king is recognised by the Grand Meeting."

Marc responded with the crown's ritual request. "The true sovereign of Tallyron accepts that the Grand Meeting is outside his rule, but requests a hearing."

"The Meeting will hear the sovereign." As he spoke, the doorkeeper threw the huge doors back to admit the king and his men, although he failed to bow or otherwise acknowledge his guests.

Five hundred years before, the Grand Meeting of wizards had presented the ruling monarch with a ceremonial mace. Named the Mace of Eternal Power.

In return the king at the time had agreed that the crown should no longer have any jurisdiction over the wizards.

Powlperr, the present king of Tallyron, addressed the Grand Meeting.

"My lords, we assure you that only the gravest possible matter could cause us to intrude on your meeting." Powlperr paused and looked around him. He shuffled, a little uncomfortably. "The situation Tallyron faces is extremely serious. The Mace has

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Name________________________

Address________________________

been taken from our land."

There were gasps from the assembled company. Roget, Chairman of the Meeting spoke. "How is this possible? For only a wizard may touch the Mace."

"We believe that an actual member of the Council of Evil stole it personally," replied the king.

Roget at once realised that this was true. The three enemy lands that surrounded three sides of Tallyron were each ruled by warlords who had had a little magic training.

CHAPTER 3

The following morning the Tallyron wizards were once again interrupted by the king's arrival. Roget had some answers ready.

"Our divinations have shown that the Mace is being held somewhere on The Island of Lost."

"Do you know where exactly?" asked Powlperr.

"No, I'm afraid not," replied the wizard. "Now we know a little about the island. It has no ruler now, and no law outside the towns. Fearful monsters roam free, and the people will not deal with outsiders. We have agreement with magicians' guilds in the towns who may assist us."

"You have a plan in mind?"

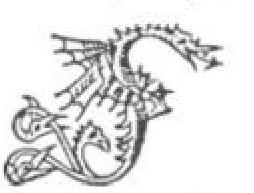
"There is a junior acolyte in our Meeting, whose home was on the island, in a village called Tautree. The people will deal with him. As a member of this Grand Meeting, the local magicians guilds will provide him with spells. I therefore propose that you provide a bodyguard of a couple of fighters and we teleport the three of them to Tautree, to begin a quest for the Mace."

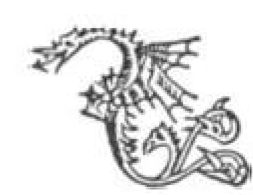
The King's Yeoman, Marc, stepped forward.

"Your majesty," he said. "I am acquainted with this young wizard, and I hae a good trusted friend, newly arrived from the country, a farmer's son, who is a skilled fighter. We would like to go on this quest."

"Very well, said the King. "But remember, you hold the future of Tallyron in your hands. May the power of the mace bring you fortune!"

When everyone had departed Rogon spoke to the chosen young wizard. "Your party will be teleported without arm or weapons, but we will be able to send you sold gold pieces with which you may equip your party from the local traders. There are Healers in the villages who will restore damage taken in battle, for a price. They may even be able to resurrect your fighters, but if you die, the mission is lost. The local guilds of magicians have their own spells which they will freely give you, as and when you have the experience to use them. That's all I can tell you; the rest is up to you."





LISTING ONE

```
  5 LET X=7: LET Y=10 <062>
  6 CLS : PRINT AT 10,0;"DATA I
S LOADING" <066>
  8 LOAD "map" DATA A() <101>
  9 PRINT : PRINT "PLEASE WAIT"
 <169>
 10 GO TO 1000 <172>
 100 FOR N=2 TO 5: PRINT AT N,6;
O$(6 TO 31): NEXT N: RETURN  <18
6>
 105 LET X1=X: LET Y1=Y: POKE 23
658,8: BEEP .2,1: INPUT AT 0,0;"
Which direction?
": LINE u$: IF LEN u$<1 OR LEN u
$>2 THEN  GO TO 105 <252>
 110 IF U$="N" THEN  LET X1=X-1:
 GO TO 128 <111>
 112 IF U$="S" THEN  LET X1=X+1:
 GO TO 128 <029>
 114 IF U$="W" THEN  LET Y1=Y-1:
 GO TO 128 <095>
 116 IF U$="E" THEN  LET Y1=Y+1:
 GO TO 128 <009>
 118 IF U$="NE" THEN  LET Y1=Y+1
: LET X1=X-1: GO TO 128 <176>
 120 IF U$="NW" THEN  LET Y1=Y-1
: LET X1=X-1: GO TO 128 <163>
 122 IF U$="SW" THEN  LET Y1=Y-1
: LET X1=X+1: GO TO 128 <128>
 123 IF U$="SE" THEN  LET Y1=Y+1
: LET X1=X+1: GO TO 128 <020>
 124 IF U$="R" THEN  GO SUB 1500
: GO SUB 1400: GO TO 128 <112>
 125 IF U$="I" THEN  GO SUB 500:
 GO SUB 3000: FOR O=1 TO 100: NE
XT O: GO SUB 550: GO TO 128 <146
>
 126 IF U$="U" THEN  GO SUB 500:
 GO SUB 3500: FOR O=1 TO 100: NE
XT O: GO SUB 550: GO TO 128 <243
>
 127 GO TO 105 <005>
 128 IF A(X1,Y1,2)=0 THEN  PRINT
 #0;"YOU CAN'T GO INTO THE WATER
!": BEEP .5,4: BEEP 1,-4: GO TO
105 <000>
 129 LET X=X1: LET Y=Y1 <174>
 150 FOR I=-1 TO 1: FOR Q=-1 TO
1: LET C=A(X+I,Y+Q,1): PRINT AT
2+I*2,2+Q*2; FLASH (NOT Q AND NO
T I); BRIGHT 1;C$(C+1);AT 3+I*2,
2+Q*2;C$(C+1): NEXT Q: NEXT I <1
73>
 170 LET C=A(X,Y,2) <134>
 175 PRINT AT 0,6;"YOUR PRESENT
LOCATION IS;": PRINT AT 1,6;A$(C
) <227>
 177 IF C<>16 THEN  GO TO 100 <1
66>
 230 PRINT AT 4,10;"BUT NOT  FOR
 LONG!": FOR N=21 TO 60: BEEP .0
1,N+2: BEEP .01,N-2: BEEP .001,N
: NEXT N: PRINT AT 4,10;"
            ": LET X=7: LET Y=10:
 GO TO 150 <080>
 500 PRINT AT 6,0;"sh3sh3sh3sh3s
h3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3
sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh
3sh3sh3sh3sh3sh3sh3": FOR N=7 TO
 21: PRINT AT N,0;O$: NEXT N: RE
TURN  <220>
 510 LET z$=" Gold Pieces": IF G
P=1 THEN  LET z$=z$(1 TO 11) <14
9>
 520 PRINT AT 21,0;o$;AT 21,3;"Y
ou have ";GP;z$: RETURN  <012>
 530 PRINT AT 10,0;"You already
have 100% Life Force": GO SUB 95
55 <231>
 535 RETURN  <221>
 550 FOR L=16 TO 21: PRINT AT L,
0;O$: NEXT L: RETURN  <150>
1000 GO SUB 8000 <047>
1010 GO SUB 6000 <051>
1020 POKE 23658,8: IF A(X,Y,1)=3
 THEN  GO SUB 500: GO SUB 1100:
GO TO 1050 <147>
1022 IF A(X,Y,1)=7 THEN  GO SUB
500: GO SUB 5000: GO TO 1040 <19
2>
1025 IF A(X,Y,3)=1 THEN  GO SUB
500: GO SUB 4000: GO TO 1050 <10
2>
1030 IF A(X,Y,3)>2 THEN  GO SUB
1300: GO SUB 500: GO TO 1050 <02
5>
1035 IF A(X,Y,3)=2 THEN  GO SUB
500: GO SUB 4500: GO TO 1050 <18
2>
1040 GO SUB 1400 <018>
1050 GO TO 1020 <093>
1099 REM (INV VID) Village Optio
ns (TRUE VID) <032>
1100 PRINT AT 8,8;"OPTIONS" <071
>
1102 PRINT AT 6,0;"sh3sh3sh3sh3s
h3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3
sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh
3sh3sh3sh3sh3sh3sh3" <017>
1105 PRINT AT 7,0;O$;AT 10,8;"M)
ove" <253>
1110 PRINT AT 12,8;"R)eport" <11
2>
1120 PRINT AT 14,8;"H)ealer" <09
7>
1130 PRINT AT 16,8;"G)uild of Ma
gicians" <104>
1140 PRINT AT 18,8;"T)rading Pos
t" <200>
1145 PRINT AT 20,8;"S)ave Positi
on" <065>
1150 IF INKEY$<>"M" AND INKEY$<>
"S" AND INKEY$<>"R" AND INKEY$<>
"H" AND INKEY$<>"G" AND INKEY$<>
"T" THEN  GO TO 1150 <129>
1160 IF INKEY$="M" THEN  GO SUB
500: GO SUB 1400: RETURN  <065>
1170 IF INKEY$="R" THEN  GO SUB
1500: RETURN  <067>
1175 IF INKEY$="H" THEN  GO SUB
1600: RETURN  <195>
1180 IF INKEY$="G" THEN  GO SUB
1700: RETURN  <190>
1185 IF INKEY$="T" THEN  GO SUB
1800: RETURN  <026>
1190 IF INKEY$="S" THEN  CLS : P
RINT "Ready tape,then press any
key": PAUSE 4E4: SAVE "tallyron"
 LINE 1010: BEEP 1,1: RETURN  <2
31>
1299 REM (INV VID) Combat (TRUE
VID) <186>
1300 IF A(X,Y,3)<3 THEN  RETURN
 <065>
1301 LET T5=A(X,Y,3): LET M$=B$(
T5): LET AC=M(1,T5): LET DAM=M(2
,T5) <207>
1305 IF T5=5 OR T5=7 THEN  LET M
1=2: GO TO 1309 <002>
1306 IF T5=9 THEN  LET M1=3: GO
TO 1309 <151>
1308 LET M1=1 <222>
1309 DIM D(M1) <140>
1310 IF M1=0 THEN  RETURN  <138>
1315 LET INIT=INT (RND*2): DIM U
(M1): FOR N=1 TO M1: LET U(N)=10
0: NEXT N <099>
1317 GO SUB 1322: IF INIT THEN
GO SUB 1360: IF M1 AND L$<>"R" T
HEN  GO SUB 2000 <014>
1318 IF NOT INIT THEN  GO SUB 20
00: GO SUB 1360 <044>
1319 IF M1=0 THEN  LET PRO=0: LE
T A1=INT (RND*M(4,T5)): GO SUB 5
00: PRINT AT 13,0;"You find ";a1
;" Gold Pieces!": FOR Q=1 TO 100
: NEXT Q: LET GP=GP+A1: GO TO 50
0 <252>
1320 IF L$="R" THEN  LET M1=0: G
O TO 500 <195>
1321 GO TO 1317 <228>
1322 FOR N=7 TO 14: PRINT AT N,0
;O$: NEXT N <087>
1323 PRINT AT 6,0;"sh3sh3sh3sh3s
h3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3
sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh
3sh3sh3sh3sh3sh3sh3": PRINT AT 7
,0;O$ <014>
1325 PRINT AT 8,6;"YOU ARE ATTAC
KED BY:" <063>
1330 PRINT AT 10,6;"A) ";M$ <186
>
1335 IF M1=2 THEN  PRINT AT 12,6
;"B) ";M$ <248>
1340 IF M1=3 THEN  PRINT AT 14,6
;"C) ";M$ <106>
1345 PRINT AT 15,0;"sh3sh3sh3sh3
sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh
3sh3sh3sh3sh3sh3sh3sh3sh3sh3sh3s
h3sh3sh3sh3sh3sh3sh3" <108>
1355 RETURN  <107>
1360 REM (INV VID) Fight or Run
(TRUE VID) <021>
1361 IF A(X,Y,1)=7 THEN  LET L$=
"F": GO TO 1385 <223>
1362 GO SUB 550 <089>
1365 PRINT AT 17,10;"OPTIONS" <0
03>
1370 PRINT AT 19,10;"F)ight" <16
3>
1375 PRINT AT 21,10;"R)un" <234>
1380 LET L$=INKEY$: IF L$<>"F" A
ND L$<>"R" THEN  GO TO 1380 <144
>
1385 IF L$="F" THEN  FOR N=16 TO
 21: PRINT AT N,0;O$: NEXT N: GO
 SUB 2500 <019>
1390 IF L$="R" THEN  FOR N=16 TO
 21: PRINT AT N,0;O$: NEXT N: GO
 SUB 1900 <250>
1392 IF FLAG=1 THEN  LET FLAG=0:
 GO SUB 1300 <221>
1396 RETURN  <021>
1399 REM (INV VID) Move (TRUE VI
D) <054>
1400 PRINT AT 8,10;"NW  N  NE" <
208>
1410 PRINT AT 11,10;"W";AT 11,18
;"E" <018>
1414 PRINT AT 14,10;"SW  S  SE"
<152>
1420 PLOT 100,68 <057>
1422 DRAW 30,30 <206>
1424 PLOT 130,68 <237>
1426 DRAW -30,30 <224>
1428 PLOT 115,64 <209>
1430 DRAW 0,38 <139>
1432 PLOT 95,83 <112>
1434 DRAW 40,0 <070>
1440 PRINT AT 16,2;"Enter the le
tter(s) of the       direction yo
u wish to move       (or 'R' for
report - 'I' to      incant a spe
ll - 'U' to use      an item)" <0
33>
1450 GO SUB 105 <068>
1452 IF A(X,Y,1)=3 OR A(X,Y,1)>5
 OR A(X,Y,3)>1 THEN  RETURN  <2
19>
1455 LET T5=INT (RND*50)+1: IF T
5>9 THEN  RETURN  <173>
1460 LET M$=V$(T5): LET AC=M(1,T
5+9): LET DAM=M(2,T5+9): LET M1=
1: IF T5>5 THEN  LET M1=2 <199>
1470 LET T5=T5+9: GO SUB 1309 <0
09>
1495 RETURN  <082>
1499 REM (INV VID) Report (TRUE
VID) <096>
```

```
1500 GO SUB 500 <172>
1520 FOR O=1 TO 3: PRINT AT O*4+
4,0;"Name    ";N$(O);TAB 20;"L.Fo
rce ";F(O);"%"'"Weapon ";D$(O);T
AB 24;"A/C ";Z(O)'"Armour ";E$(O
): IF NOT F(O) THEN  PRINT AT O*
4+4,20;"  DECEASED  " <164>
1530 NEXT O <072>
1560 GO SUB 9555 <124>
1570 GO SUB 500 <091>
1580 PRINT AT 8,2;"SPELLS KNOWN
! OTHER ITEMS" <216>
1585 PRINT AT 9,0;: FOR N=1 TO 6
: PRINT TAB 1;N;"  ";T$(N);TAB 1
5;"! ";P$(N): NEXT N <002>
1586 PRINT AT 17,3;"GOLD PIECES
";GP <219>
1588 PRINT AT 19,3;"EXP. POINTS
";EP <178>
1590 GO SUB 9555: GO SUB 500: RE
TURN  <154>
1599 REM (INV VID)  Healer (TRUE
 VID) <022>
1600 GO SUB 500 <210>
1605 PRINT AT 8,3;"WHO WISHES TO
 BE HEALED?" <025>
1610 PRINT AT 10,7;"0) NO-ONE"''
: FOR N=1 TO 3: PRINT TAB 7;N;")
 ";N$(N)'': NEXT N <076>
1615 LET I$=INKEY$: IF I$<"0" OR
 I$>"3" THEN  GO TO 1615 <092>
1617 IF I$="0" THEN  RETURN  <00
5>
1618 LET I=VAL I$ <238>
1620 GO SUB 500: PRINT AT 8,6;N$
(I) <005>
1622 IF F(I)=100 THEN  GO SUB 53
0: GO TO 1600 <041>
1625 IF F(I)=0 THEN  GO TO 1680
<252>
1630 PRINT AT 13,0;"You may be h
ealed for 1 Gold    Piece per %
Life Force";AT 10,0;"Your Life F
orce is currently"'f(I);"%";AT 1
7,0;"Enter no. of points to be h
ealed" <054>
1635 INPUT AT 0,0; LINE F$: FOR
N=1 TO LEN F$: IF F$(N)<"0" OR F
$(N)>"9" THEN  GO TO 1635 <058>
1650 NEXT N: LET NR=VAL F$: LET
T3=NR+F(I): IF T3>100 THEN  GO T
O 1635 <049>
1652 IF NR=0 THEN  GO TO 1600 <0
62>
1655 IF NR>GP THEN  GO SUB 9500:
 GO TO 1630 <154>
1660 LET GP=GP-NR: LET F(I)=F(I)
+NR <163>
1665 GO SUB 1500: GO TO 1600 <23
2>
1680 REM (INV VID) Resurrection
(TRUE VID) <203>
1685 PRINT AT 10,0;"I can resurr
ect you and restore you to 25% L
ife Force for 500  Gold Pieces"
;AT 14,2;"Will you accept? (Y or
 N)" <052>
1690 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN  GO TO 1690 <039>
1691 IF INKEY$="N" THEN  RETURN
 <091>
1692 IF GP<500 THEN  GO SUB 9500
: RETURN  <209>
1693 LET GP=GP-500: LET F(I)=25:
 GO SUB 1500: GO TO 1600 <181>
1699 REM (INV VID)  Magicians Gu
ild (TRUE VID) <120>
1700 IF S=6 THEN  LET G$="SPELLS
": GO SUB 9550: RETURN  <165>
1701 GO SUB 500 <069>
1702 PRINT AT 9,10;"WELCOME";AT
12,5;"To our humble Guild";AT 14
,10;N$(3);AT 16,5;"WIZARD of TAL
LYRON" <183>
1703 GO SUB 9555 <129>
1704 GO SUB 500 <113>
1705 PRINT AT 8,6;"SPELLS AVAILA
BLE": LET T3=1 <080>
1710 PRINT AT 11,2;"1) ";X$((A(X
,Y,2))-8);" (1st Level)" <185>
1715 IF EP>999 AND A(X,Y,2)<12 A
ND S2<2 THEN  PRINT AT 12,2;"2)
";X$((A(X,Y,2))-3);" (2nd Level)
": LET T3=2 <245>
1717 PRINT AT 20,2;"Press no. of
 spell required     or '0' to le
ave." <157>
1720 IF INKEY$<>"0" AND INKEY$<>
"1" AND INKEY$<>"2" THEN  GO TO
1720 <165>
1722 IF INKEY$="0" THEN  RETURN
 <137>
1725 IF INKEY$="2" AND T3=1 THEN
  GO TO 1720 <075>
1730 IF INKEY$="1" THEN  LET S$(
S+1)=X$((A(X,Y,2))-8): LET T$(S+
1)=Y$((A(X,Y,2))-8): GO TO 1780
<172>
1735 IF INKEY$="2" THEN  LET S$(
S+1)=X$((A(X,Y,2))-3): LET T$(S+
1)=Y$((A(X,Y,2))-3): LET S2=S2+1
 <162>
1780 PRINT AT 16,0;"The command
word for this spell is ";T$(S+1)
: LET S=S+1 <237>
1790 PRINT AT 20,0;O$;AT 21,0;O$
: GO SUB 9555: GO SUB 1570: IF S
<>6 THEN  GO TO 1704 <080>
1795 GO TO 1700 <224>
1799 REM (INV VID) Trading Post
(TRUE VID) <154>
1800 GO SUB 500 <247>
1805 PRINT AT 8,6;"WHO WISHES TO
 TRADE?": GO SUB 510 <213>
1810 PRINT AT 10,7;"0) NO-ONE"''
: FOR N=1 TO 3: PRINT TAB 7;N;")
 ";N$(N)'': NEXT N <224>
1815 LET I$=INKEY$: IF I$<"0" OR
 I$>"3" THEN  GO TO 1815 <104>
1817 IF I$="0" THEN  RETURN  <15
1>
1818 LET I=VAL I$ <188>
1820 GO SUB 500: PRINT AT 8,6;N$
(I);AT 10,6;"DO YOU WANT TO BUY"
;AT 12,6;"0) Nothing";AT 14,6;"1
) Weapons";AT 16,6;"2) Armour";
IF I=3 THEN  PRINT AT 18,6;"3) O
ther Items" <082>
1824 GO SUB 510 <255>
1825 LET I$=INKEY$: IF I$<"0" OR
 I$>"4" OR (I$="4" AND I<>3) THE
N  GO TO 1825 <253>
1830 IF I$="0" THEN  GO TO 1800
<135>
1835 GO SUB 9000+VAL I$*100: GO
TO 1820 <048>
1899 REM (INV VID) Run (TRUE VID
) <031>
1900 LET V=INT (RND*10)+1: IF V>
6 THEN  PRINT AT 18,6;"YOU CAN'T
 ESCAPE": LET L$="": GO SUB 9555
: RETURN  <025>
1905 LET X1=X+INT (RND*11)-5: LE
T Y1=Y+INT (RND*11)-5: IF (X1=X
AND Y1=Y) OR X1<3 OR X1>14 OR Y1
<3 OR Y1>14 THEN  GO TO 1905 <10
4>
1915 IF NOT A(X1,Y1,1) THEN  GO
TO 1905 <115>
1920 LET X=X1: LET Y=Y1: GO SUB
150: LET FLAG=1: RETURN  <248>
2000 REM (INV VID) Monsters Atta
ck (TRUE VID) <254>
2010 GO SUB 550: FOR N=1 TO M1 <
043>
2012 IF D(N) THEN  PRINT AT 17,0
;"The ";m$(3 TO )'" sleeps on...
": GO TO 2030 <069>
2015 LET A1=INT (RND*(3-PRO)+1):
 IF F(A1)=0 THEN  GO TO 2015 <00
0>
2020 LET A=INT (RND*20+1): IF A>
=19-Z(A1) THEN  LET DAM1=INT (RN
D*M(2,T5)+1): PRINT AT 17,0;N$(A
1);AT 18,0;"has been hit": LET F
(A1)=F(A1)-DAM1: IF F(A1)<1 THEN
  PRINT AT 19,0;"and is dead": L
ET F(A1)=0: IF NOT F(1) AND NOT
F(2) THEN  LET PRO=0 <038>
2025 IF A<19-Z(A1) THEN  PRINT A
T 17,0;"The ";M$(3 TO )'"has mis
sed ";N$(A1) <208>
2030 FOR O=1 TO 100: NEXT O: GO
SUB 550: NEXT N <025>
2032 IF F(3)=0 THEN  GO TO 9600
<161>
2035 PRINT AT 20,1;"DO YOU WANT
A STATUS REPORT?" <043>
2040 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN  GO TO 2040 <073>
2045 IF INKEY$="N" THEN  RETURN
 <060>
2050 GO SUB 1500: IF NOT INIT TH
EN  GO SUB 1323 <165>
2499 RETURN  <098>
2500 REM (INV VID) Players Attac
k (TRUE VID) <234>
2505 FOR N=1 TO 3: LET B(N)=1: I
F N<>3 THEN  GO TO 2515 <246>
2510 GO SUB 550: PRINT AT 17,11;
N$(N);AT 19,6;"U)se an item";AT
20,6;"I)ncant a spell";AT 21,6;"
A)ttack with weapons" <037>
2511 LET K$=INKEY$: IF K$<>"A" A
ND K$<>"I" AND K$<>"U" THEN  GO
TO 2511 <075>
2512 IF K$="I" THEN  GO SUB 3000
: IF K$="I" THEN  GO TO 2535 <23
3>
2513 IF K$="U" THEN  GO SUB 3500
: IF K$="U" THEN  GO TO 2535 <07
1>
2514 IF K$="Z" THEN  GO SUB 550:
 GO TO 2510 <226>
2515 IF F(N)=0 OR M1=1 THEN  GO
TO 2535 <129>
2516 GO SUB 550: PRINT AT 17,11;
N$(N);AT 19,0;"Which monster wil
l you fight?" <065>
2520 LET K$=INKEY$: IF K$<"A" OR
 K$>CHR$ (M1+64) THEN  GO TO 252
0 <086>
2530 LET B(N)=CODE K$-64 <221>
2535 NEXT N: GO SUB 550 <145>
2600 FOR N=1 TO 3: IF F(N)=0 OR
B(N)=0 THEN  GO TO 2620 <255>
2602 IF U(B(N))>0 THEN  LET A=IN
T (RND*20+1): IF A>=19-AC OR D(B
(N)) THEN  LET DAM1=INT (RND*O(N
)+1): PRINT AT 17,0;N$(N)'"hits
the ";M$(3 TO ): LET U(B(N))=U(B
(N))-DAM1: IF U(B(N))<1 THEN  PR
INT AT 19,0;"and kills it": LET
U(B(N))=0: LET EP=EP+M(3,T5): GO
 TO 2615 <140>
2605 IF U(B(N)) AND A<19-AC AND
NOT D(B(N)) THEN  PRINT AT 17,0;
N$(N)'"misses the ";M$(3 TO ) <1
29>
2615 FOR O=1 TO 100: NEXT O <148
>
2620 GO SUB 550: NEXT N <098>
2625 LET L1=M1: FOR N=1 TO M1: I
F U(N)<1 THEN  LET M1=M1-1: LET
U(N)=0: IF N<L1 THEN  LET U(N)=U
(N+1): LET D(N)=D(N+1) <083>
2630 NEXT N: IF M1=0 AND A(X,Y,3
)<>0 AND (X=13 AND Y=14) OR (X=1
4 AND Y=7) THEN  LET A(X,Y,3)=1:
 RETURN  <014>
2635 IF NOT M1 THEN  LET A(X,Y,3
)=0 <028>
2640 RETURN  <067>
3000 IF NOT S THEN  GO SUB 550:
PRINT AT 19,0;"You don't have an
y spells!": BEEP .75,4: BEEP 1.5
,-4: LET K$="Z": RETURN  <173>
3010 GO SUB 550: PRINT AT 19,0;"
Enter spell command word": INPUT
  LINE I$: FOR i=6 TO 1 STEP -1:
 IF I$=T$(I) THEN  LET S=S-1: GO
 TO 3030 <073>
3020 NEXT I: PRINT AT 21,0;"You
don't know that spell!": BEEP .7
5,4: BEEP 1.5,-4: LET K$="Z": RE
TURN  <235>
3030 FOR I=1 TO 5: LET T$(I)=T$(
I+1): NEXT I: LET T$(6)="" <156>
3040 FOR I=1 TO 8: IF Y$(I)=I$ T
HEN  GO SUB 550: GO SUB 3090+10*
I: FOR O=1 TO 100: NEXT O: LET D
(3)=0: RETURN  <226>
3050 NEXT I <040>
3100 PRINT AT 17,0;"Who do you w
ish to cure?",,"1) ";N$(1),,"2)
";N$(2),,"3) ";N$(3) <025>
3101 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 3101 <133>
3102 GO SUB 550: LET I=VAL L$: I
F F(I)=0 OR F(I)=100 THEN  PRINT
 AT 19,0;"You cast the spell but
 it has noeffect!": RETURN  <052
>
3103 LET f(i)=f(i)+INT (RND*50+1
): IF f(i)>100 THEN  LET f(i)=10
0 <085>
3104 PRINT AT 17,0;N$(I)'"feels
better...": RETURN  <010>
3110 PRINT AT 17,0;"You cast the
 spell...": IF NOT M1 THEN  RETU
RN  <220>
3111 FOR I=1 TO M1: FOR O=1 TO 1
00: NEXT O: GO SUB 550: IF INT (
RND*4+1)=1 AND T5<>7 AND T5<>16
AND T5<>17 AND T5<>19 THEN  LET
D(I)=1: PRINT AT 18,0;"The ";M$(
3 TO )'"falls asleep.": GO TO 31
13 <164>
3112 PRINT AT 18,0;"The ";M$(3 T
O )'"is unaffected." <197>
3113 NEXT I: RETURN  <063>
3120 IF NOT M1 OR T5=7 OR T5=16
OR T5=17 OR T5=19 THEN  PRINT AT
 19,0;"You cast the spell but it
 has noeffect!": RETURN  <129>
3121 LET M1=0: PRINT AT 17,0;"Th
e enemy runs away!": RETURN  <19
0>
3130 IF NOT M1 THEN  GO TO 3135
<006>
3131 IF M1=1 THEN  LET L$="A": G
O TO 3134 <074>
3132 PRINT AT 17,11;N$(3);AT 19,
0;"Against which monster?  " <00
9>
3133 LET L$=INKEY$: IF L$<"A" OR
 L$>CHR$ (M1+64) THEN  GO TO 313
3 <204>
3134 GO SUB 550: IF T5<>19 AND I
NT (RND*4+1)=1 THEN  LET u(CODE
L$-64)=0: LET EP=EP+M(3,T5): PRI
NT AT 17,0;"The ";M$(3 TO )'"die
s.": RETURN  <058>
3135 PRINT AT 17,0;"The spell ha
s no effect.": RETURN  <198>
3140 IF F(1) OR F(2) THEN  LET P
RO=1 <151>
3141 PRINT AT 17,0;"You cast the
 spell...": RETURN  <159>
3150 LET S2=S2-1: IF A(X,Y,1)<>6
 THEN  PRINT AT 17,0;"The spell
has no effect!": RETURN  <021>
3151 PRINT AT 17,0;"A door appea
rs...": LET A(X,Y,1)=7: RETURN
<091>
3160 LET S2=S2-1: IF NOT M1 THEN
  GO TO 3165 <177>
3161 IF M1=1 THEN  LET L$="A": G
O TO 3164 <112>
3162 PRINT AT 17,11;N$(3);AT 19,
0;"Against which monster?  " <11
1>
3163 LET L$=INKEY$: IF L$<"A" OR
 L$>CHR$ (M1+64) THEN  GO TO 316
3 <228>
3164 GO SUB 550: IF T5<>19 THEN
 LET u(CODE L$-64)=0: LET EP=EP+
M(3,T5): PRINT AT 17,0;"The ";M$
(3 TO )'"dies.": RETURN  <014>
3165 PRINT AT 17,0;"The spell ha
s no effect!": RETURN  <143>
3170 LET S2=S2-1: PRINT AT 17,0;
"The fireball explodes!": FOR i=
1 TO m1: IF T5<>19 THEN  LET u(i
)=U(I)-INT (RND*100+1): IF U(I)<
=0 THEN  FOR O=1 TO 100: NEXT O:
 GO SUB 550: LET U(I)=0: LET EP=
EP+M(3,T5): PRINT AT 17,0;"The "
;M$(3 TO )'"dies." <196>
3171 NEXT I: RETURN  <155>
3500 DIM J$(14): GO SUB 550: IF
NOT P THEN  PRINT AT 19,0;"You d
on't have any items!": BEEP .75,
4: BEEP 1.5,-4: LET K$="Z": RETU
RN  <034>
3510 PRINT AT 19,0;"Enter item y
ou wish to use.": INPUT  LINE J$
: FOR i=6 TO 1 STEP -1: IF J$=P$
(I) THEN  LET P=P-1: LET P$(I)="
": GO TO 3530 <066>
3520 NEXT i: PRINT AT 21,0;"You
don't have one of those!": BEEP
.75,4: BEEP 1.5,-4: LET K$="Z":
RETURN  <037>
3530 FOR I=1 TO 5: LET P$(I)=P$(
I+1): NEXT I: LET P$(6)="" <063>
3540 FOR I=1 TO 8: IF h$(I)=J$ T
HEN  GO SUB 550: GO SUB 3590+10*
I: FOR O=1 TO 100: NEXT O: LET B
(3)=0: RETURN  <083>
3550 NEXT I <224>
3600 PRINT AT 17,0;"Administer p
otion to whom?",,"1) ";N$(1),,"2
) ";N$(2),,"3) ";N$(3) <035>
3601 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 3601 <184>
3602 GO SUB 550: LET I=VAL L$: I
F F(I)=0 OR F(I)=100 THEN  PRINT
 AT 19,0;"It has no effect!": RE
TURN  <031>
3603 LET f(i)=f(i)+50: IF f(i)>1
00 THEN  LET f(i)=100 <102>
3604 PRINT AT 17,0;N$(I)'"feels
better...": RETURN  <105>
3610 PRINT AT 17,0;"The vial exp
lodes!": FOR i=1 TO m1: LET u(i)
=U(I)-INT (RND*50+1): IF U(I)<=0
 THEN  FOR O=1 TO 100: NEXT O: G
O SUB 550: LET U(I)=0: LET EP=EP
+M(3,T5): PRINT AT 17,0;"The ";M
$(3 TO )'"dies." <168>
3611 NEXT I: RETURN  <060>
3620 PRINT AT 17,0;"You can't us
e it at present.": LET P$(P+1)=H
$(3): LET P=P+1: RETURN  <187>
3630 IF A(X,Y,1)<>7 THEN  PRINT
AT 17,0;"You can't use it at pre
sent.": LET P$(P+1)=H$(4): LET P
=P+1: RETURN  <074>
3631 FOR O=1 TO 6: PRINT AT O,0;
O$: NEXT O: PRINT AT 0,0;"INSIDE
 ";A$(A(X,Y,2))'"YOU SEE THE MAC
E OF INTERNAL    POWER DEFENDED
BY ";B$(10) <080>
3632 LET M$=B$(10): LET AC=M(1,1
0): LET DAM=M(2,10): LET T5=19:
LET M1=1: GO SUB 1309 <145>
3633 CLS : PRINT AT 7,3; FLASH 1
;"TOTAL SUCCESS!";AT 9,0;"You ha
ve saved TALLYRON.       The Co
uncil of Evil is defeated.": STO
P  <113>
3999 RETURN  <214>
4000 PRINT AT 13,0;"You have fou
nd a piece of metal."''"Do you w
ish to take it?" <142>
4010 LET I$=INKEY$: IF I$<>"Y" A
ND I$<>"N" THEN  GO TO 4010 <203
>
4020 IF I$="N" THEN  GO SUB 500:
 GO TO 1400 <119>
4030 IF p=6 THEN  GO SUB 500: PR
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INT AT 17,0;"You can't carry any
 more!": FOR O=1 TO 100: NEXT O:
 GO SUB 500: GO TO 1400 <014>
4040 FOR O=1 TO 1: FOR I=1 TO 1:
 LET P$(P+1)=H$(3): LET P=P+1: L
ET MET=MET+1: IF MET=3 THEN  FOR
 I=1 TO P: IF P$(I)=H$(3) THEN
FOR O=I TO 5: LET P$(O)=P$(O+1):
 LET I=0 <111>
4050 NEXT O: IF MET=3 THEN  LET
P$(6)="" <043>
4060 NEXT I: IF MET=3 THEN  LET
P=P-2: LET P$(P)=H$(4) <150>
4070 LET A(X,Y,3)=0: GO TO 500 <
052>
4500 PRINT AT 13,0;"You see a he
rmit who offers to  sell you a p
iece of metal for   the outrageo
us price of 100 goldpieces."''"D
o you accept? (Y or N)" <028>
4510 LET I$=INKEY$: IF I$<>"Y" A
ND I$<>"N" THEN  GO TO 4510 <008
>
4520 IF I$="N" THEN  GO SUB 500:
 GO TO 1400 <247>
4530 IF GP<100 THEN  GO SUB 9500
: GO SUB 500: GO TO 1400 <219>
4540 IF p=6 THEN  GO SUB 500: PR
INT AT 17,0;"You can't carry any
 more!": FOR D=1 TO 100: NEXT O:
 GO SUB 500: GO TO 1400 <230>
4550 LET GP=GP-100: GO TO 4040 <
059>
5000 PRINT AT 17,0;"You see a do
or.": FOR O=1 TO 100: NEXT O: GO
 TO 550 <057>
6000 RESTORE 8094: FOR c=144 TO
150: FOR n=0 TO 7: READ r: POKE
USR CHR$ c+n,r: NEXT n: NEXT c:
RETURN  <022>
7999 REM (INV VID) Set up (TRUE
VID) <006>
8000 DIM B(3): LET MET=0: LET PR
D=0: LET o$="
                ": POKE 23658,8: LE
T X1=0: LET Y1=0 <046>
8015 DIM F(3): FOR N=1 TO 3: LET
 F(N)=100: NEXT N <029>
8020 DIM Z(3): FOR N=1 TO 3: LET
 Z(N)=10: NEXT N <203>
8025 DIM D$(3,14): DIM E$(3,14):
 FOR N=1 TO 3: LET D$(N)="None":
 LET E$(N)="None": NEXT N <066>
8030 DIM P$(6,14): DIM S$(6,14):
 DIM T$(6,4): LET P=0 <081>
8040 DIM H$(4,14): DIM H(4): LET
 H$(1)="HEALING POTION": LET H$(
2)="VIAL OF FIRE": LET H$(3)="PI
ECE OF METAL": LET H$(4)="A KEY"
: LET H(1)=100: LET H(2)=100 <22
0>
8045 DIM J(3): DIM K(3): DIM G(3
) <074>
8050 LET S2=0: LET S=0: RESTORE
8055: DIM X$(8,14): DIM Y$(8,4):
 FOR N=1 TO 8: READ X$(N): READ
Y$(N): NEXT N <168>
8055 DATA "Heal","SOTH","Sleep",
"TSUD","Fear","GERT","Stun","KRA
C","Protection","SHEE","Dispel M
agic","KEAR","Kill","MORT","Ligh
tning Ball","BOOM" <213>
8060 DIM V$(9,11): FOR N=1 TO 9:
 READ V$(N): NEXT N <150>
8065 DATA "A Balrog","A Snake","
A Giant Rat","A Troll","A Wolf",
"An Orc","A Zombie","A Skeleton"
,"A Troll" <152>
8070 DIM M(4,19): FOR C=1 TO 4:
FOR N=1 TO 19: READ M(C,N): NEXT
 N: NEXT C <218>
8075 DATA 0,9,2,4,10,4,7,3,7,2,1
0,8,6,7,7,9,7,6,0,0,0,100,40,10,
40,20,80,35,100,10,10,40,20,35,3
0,20,40,150,0,0,250,75,20,75,30,
150,35,250,20,25,60,25,35,30,30,
60,0,0,0,500,100,0,100,0,300,50,
300,0,0,100,0,50,0,0,250,0 <204>
8082 DIM A$(17,26): FOR N=1 TO 1
7: READ A$(N): NEXT N <042>
8083 DATA "THE PLAINS OF MERE","
THE GREAT FOREST","THE MOUNTAINS
 OF SUNSET","THE PLAINS OF LOST"
,"THE FOREST OF DARKNESS","THE M
OUNTAINS OF DISASTER","THE PLAIN
S OF HOME","THE MARSHES OF DAWNI
NG","THE VILLAGE OF TAUTREE","TH
E VILLAGE OF TROCK","THE VILLAGE,
 OF DHOVILLE","LOST TOWN","THE V
ILLAGE OF SEAVILLE","THE CAVE OF
 THE BALROG","THE CAVE OF THE OR
CS","THE CAVE OF THE VORTEX","TH
E CASTLE OF FEAR" <103>
8084 DATA "","A Hermits Hut","A
Balrog","A Giant Spider","A Snak
e","A Giant Crab","A Skeleton","
A Manticore","An Orc","A BLACK K
NIGHT" <210>
8085 DIM B$(10,14): FOR N=1 TO 1
0: READ B$(N): NEXT N <100>
8086 DATA "Heavy Cloak","Leather
 Armour","Chain Mail","Splint Ma
il","Plate Mail","Plate Armour"
<226>
8087 DIM Q$(6,14): FOR N=1 TO 6:
 READ Q$(N): NEXT N <232>
8088 DATA 25,40,130,200,400,5000
,9,6,4,3,2,0 <230>
8089 DIM Q(2,6): FOR C=1 TO 2: F
OR N=1 TO 6: READ Q(C,N): NEXT N
: NEXT C <157>
8090 DATA "Dagger","Sabre","Mace
","Sword","Battle Axe","2 Handed
 Sword" <120>
8091 DIM W$(6,14): FOR N=1 TO 6:
 READ W$(N): NEXT N <221>
8092 DATA 20,40,60,80,125,200,20
,50,60,80,100,150 <201>
8093 DIM W(2,6): FOR C=1 TO 2: F
OR N=1 TO 6: READ W(C,N): NEXT N
: NEXT C <111>
8094 DATA 0,136,85,34,136,85,34,
0,255,255,255,255,255,255,255,25
5,16,56,84,16,124,146,16,0,56,12
4,254,254,254,238,238,0,8,20,20,
62,126,127,255,0,0,16,16,146,84,
56,124,0,0,170,254,124,124,124,1
24,124 <153>
8095 GO SUB 6000: PAPER 0: INK 7
 <106>
8096 DATA 16,7,17,1,144,144,16,4
,17,7,145,145,16,4,17,0,146,146,
16,2,17,6,147,147,16,0,17,7,148,
148,16,4,17,6,149,149,16,0,17,6,
150,150,16,0,17,6,150,150 <136>
8097 DIM C$(8,6): FOR X=1 TO 8:
FOR Y=1 TO 6: READ N: LET C$(X,Y
)=CHR$ N: NEXT Y: NEXT X <061>
8098 LET FLAG=0: LET MI=0: LET G
$="": LE" x=7: LET y=10: LET GP=
INT (RND*300+201): LET EP=0 <066
>
8099 REM (INV VID) Instructions
(TRUE VID) <201>
8100 BORDER 0: CLS : PRINT AT 1,
8;"INSTRUCTIONS" <244>
8200 PRINT "You are to become th
e wizard     from Tallyron, from
the          introduction, in sea
rch of the  Mace of Internal Pow
er. " <180>
8210 PRINT "You, as party leader
 will carry the cash, from which
 you must    equip the party." <0
88>
8220 PRINT "As a wizard, you are
 not allowedto wear much armour
or carry     large weapons, but y
ou will be  able to find and use
 magic!" <048>
8230 PRINT "The game is menu dri
ven and it  is only necessary to
 read the   screen prompts caref
ully." <188>
8300 PRINT "When within a villag
e, you may  save your position.
When this   is done, the whole g
ame is savedmaking it unnecessar
y to load   the original version
 beforehand." <171>
8870 PRINT AT 21,0;"ANY KEY TO S
TART" <129>
8880 IF INKEY$="" THEN  GO TO 88
80 <126>
8890 IF INKEY$="Y" THEN  GO TO 8
100 <186>
8895 PRINT AT 20,0;O$;AT 21,0;O$
 <093>
8900 DIM N$(3,10): INPUT AT 0,0;
"Enter your characters name"' LI
NE n$(3) <187>
8965 PRINT AT 20,6;N$(3) <240>
8970 PRINT AT 21,6;"IS THIS CORR
ECT?" <178>
8975 IF INKEY$<>"N" AND INKEY$<>
"Y" THEN  GO TO 8975 <138>
8980 IF INKEY$="N" THEN  PRINT A
T 20,0;o$;O$: GO TO 8900 <147>
8982 LET N$(1)="KARL": LET N$(2)
="MARC" <211>
8996 CLS : GO SUB 150 <125>
8999 RETURN  <255>
9100 REM (INV VID) Buy Weapons (
TRUE VID) <189>
9110 LET FL=0: GO SUB 500: PRINT
 AT 8,5;"YOU MAY BUY     : GP's";
: GO SUB 510: PRINT AT 9,6; <111
>
9115 PRINT TAB 2;"0) Nothing";TA
B 20;": 0": IF I=3 THEN  LET T=1
: GO TO 9125 <091>
9120 LET T=6 <082>
9125 FOR N=1 TO T: PRINT TAB 2;N
;") ";W$(N);" :";TAB 22;W(1,N):
NEXT N <249>
9130 LET I$=INKEY$: IF CODE I$>T
+48 OR I$<"0" THEN  GO TO 9130 <
012>
9137 IF I$="0" THEN  RETURN  <14
2>
9140 IF D$(I,1)<>"N" THEN  GO SU
B 9400: GO SUB 510 <150>
9142 IF FL=1 THEN  GO TO 9100 <0
07>
9145 LET D=VAL I$ <141>
9150 IF W(1,D)>GP THEN  GO SUB 9
500: GO TO 9100 <076>
9155 LET J(I)=W(1,D): LET G(I)=W
(2,D): LET GP=GP-J(I): LET D$(I)
=W$(D): RETURN  <081>
9199 RETURN  <110>
9200 REM (INV VID) Buy Armour (T
RUE VID) <162>
9210 LET FL=0: GO SUB 500: PRINT
 AT 8,5;"YOU MAY BUY     : GP's";
 GO SUB 510: PRINT AT 9,6; <148>
9215 PRINT TAB 2;"0) Nothing";TA
B 20;": 0": IF I=3 THEN  LET T=1
: GO TO 9225 <120>
9220 LET T=6 <220>
9225 FOR N=1 TO T: PRINT TAB 2;N
;") ";Q$(N);" :";TAB 22;Q(1,N):
NEXT N <230>
9230 LET I$=INKEY$: IF CODE I$>T
+48 OR I$<"0" THEN  GO TO 9230 <
048>
9237 IF I$="0" THEN  RETURN  <20
1>
9240 IF E$(I)(1)<>"N" THEN  GO S
UB 9450: GO SUB 510 <156>
9242 IF FL=1 THEN  GO TO 9200 <0
32>
9245 LET E=VAL I$ <117>
9250 IF Q(1,E)>GP THEN  GO SUB 9
500: GO TO 9200 <180>
9255 LET K(I)=Q(1,E): LET GP=GP-
K(I): LET E$(I)=Q$(E): LET Z(I)=
Q(2,E): RETURN  <201>
9299 RETURN  <025>
9300 REM (INV VID) Buy Other Ite
ms (TRUE VID) <073>
9305 IF P=6 THEN  LET G$="ITEMS"
: GO SUB 9550: RETURN  <031>
9310 GO SUB 500: PRINT AT 8,5;"Y
OU MAY BUY     : GP's": GO SUB 51
0: PRINT AT 11,0; <185>
9315 PRINT TAB 2;"0) NOTHING";TA
B 20;": 0": FOR N=1 TO 2: PRINT
TAB 2;N;") ";H$(N);" :";TAB 22;H
(N): NEXT N <253>
9325 LET I$=INKEY$: IF I$<"0" OR
 I$>"2" THEN  GO TO 9325 <036>
9330 IF I$="0" THEN  RETURN  <00
7>
9335 LET L=VAL I$: IF GP>=H(L) T
HEN  LET P$(P+1)=H$(L): LET GP=G
P-H(L): LET P=P+1: GO TO 9300 <2
30>
9345 GO SUB 9500: GO TO 9300 <20
5>
9400 REM (INV VID) Trade in weap
on (TRUE VID) <170>
9405 GO SUB 500: PRINT AT 8,10;"
TRADE IN";AT 10,0;"To buy this i
tem you must trade in your ";D$(
I);AT 13,0;"I'll give you ";INT
(J(I)/2);" Gold Pieces";AT 15,0;
"Will you accept? (Y or N)" <060
>
9410 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN  GO TO 9410 <110>
9415 IF INKEY$="N" THEN  LET FL=
1: RETURN  <107>
9420 LET D$(I)="None": LET GP=GP
+INT (J(I)/2): RETURN  <142>
9450 REM (INV VID) Trade in armo
ur (TRUE VID) <002>
9455 GO SUB 500: PRINT AT 8,10;"
TRADE IN";AT 10,0;"To buy this i
tem you must trade in your ";E$(
I);AT 13,0;"I'll give you ";INT
(K(I)/2);" Gold Pieces";AT 15,0;
"Will you accept? (Y or N)" <080
>
9460 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN  GO TO 9460 <003>
9465 IF INKEY$="N" THEN  LET FL=
1: RETURN  <136>
9470 LET Z(I)=10: LET E$(I)="Non
e": LET GP=GP+INT (K(I)/2): RETU
RN  <200>
9500 REM (INV VID) Can't Afford
It (TRUE VID) <012>
9505 GO SUB 500 <219>
9510 PRINT AT 14,4; FLASH 1;" Yo
u can't afford it " <218>
9515 GO SUB 9555: PRINT AT 14,0;
O$: RETURN  <109>
9550 REM (INV VID) Max Allowed (
TRUE VID) <105>
9552 GO SUB 500: PRINT AT 12,6;"
YOU HAVE SIX ";G$ <108>
9554 REM (INV VID) Press Return
(TRUE VID) <049>
9555 PRINT AT 21,3;"PRESS <ENTER
> TO CONTINUE" <025>
9560 IF INKEY$<>CHR$ 13 THEN  GO
 TO 9555 <009>
9565 PRINT AT 21,0;O$: RETURN  <
101>
9600 REM (INV VID) Lose (TRUE VI
D) <152>
9605 CLS : PRINT AT 9,11;N$(3):
PRINT "CHOSEN WIZARD OF TALLYRON
"''"YOU DIED WITHOUT COMPLETING
YOURQUEST!": STOP  <123>
9998 ERASE "M";1;"TALLYRON": SAV
E *"M";1;"TALLYRON": BEEP 1,1: V
ERIFY *"M";1;"TALLYRON": STOP  <
000>
9999 SAVE "TALLYRON" LINE 6: BEE
P 1,1: VERIFY "" <019>
```

Listing Two

```
  10 LET total=0: DIM a(16,16,3)
 <162>
  20 FOR x=3 TO,14: FOR y=1 TO 1
6 <229>
  30 INPUT  LINE i$: IF LEN i$<>
3 AND LEN i$<>4 THEN  BEEP .5,20
: GO TO 30 <224>
  40 PRINT i$: LET total=total+V
AL i$: LET a(x,y,1)=VAL i$(1): L
ET a(x,y,2)=VAL i$(2 TO LEN i$-1
): LET a(x,y,3)=VAL i$(LEN i$):
NEXT y: NEXT x <118>
  50 IF total<>58225 THEN  PRINT
 "DATA ERROR": STOP  <162>
  60 SAVE "map" DATA a() <027>
```

Array Data

000	000	000	110
110	110	110	220
220	220	220	220
220	220	000	000
000	000	460	460
110	110	3100	110
220	224	220	222
220	220	000	000
000	000	460	460
110	110	110	110
220	220	220	220
220	430	000	000
000	000	4160	000
110	110	110	110
110	110	110	220
220	430	000	000
000	000	000	000
3130	110	000	110
110	390	170	170
430	4150	000	000
000	000	000	000
580	110	000	110
110	170	170	170
430	430	000	000
000	000	000	000
580	110	110	110
110	140	140	140
430	430	000	000
000	000	000	000
580	110	110	110
110	140	140	140
430	430	000	000
000	000	000	000
580	110	110	110
110	140	140	140
430	430	000	000
000	000	000	000
586	110	110	3110
110	140	145	140
430	430	000	000
000	000	000	6170
587	250	250	110
110	140	140	3120
430	4143	000	000
000	000	000	580
580	250	258	110
110	140	140	140
430	430	000	000

C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of *C+VG*. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?
Comment

NEWS/HOT GOSSIP

What do you think of the news and Hot Gossip?
Comment

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO
Comment

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful? YES/NO
Comment

IDEAS CENTRAL

Are the hints, tips and pokes useful? YES/NO
Comment

LISTINGS

Are the program listings interesting to you? YES/NO
Comment

ARCADE ACTION

Do you like Arcade Action? YES/NO
Should it be longer? YES/NO
Comment

ADVENTURE

What do you think of the Adventure pages?
Comment

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO
Comment

MAILBAG/PEN PALS

Should more letters be printed? YES/NO
Are those that are printed interesting? YES/NO
Comment

HOT SHOTS/HALL OF FAME

Could these two features be improved YES/NO
Comment

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.
Do you enjoy these? YES/NO
Do they have a place in a computer magazine? YES/NO
What other sort of features would you like to read?

MAPS

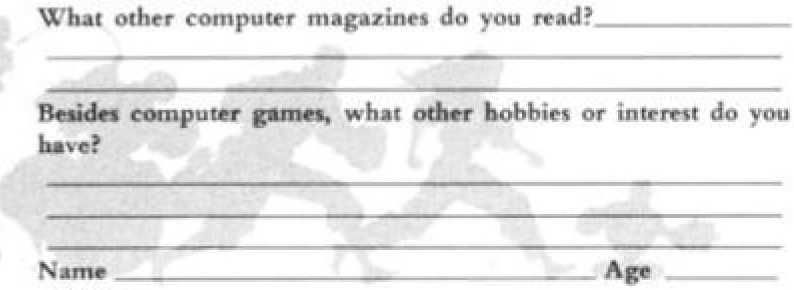
Are these useful? YES/NO
Comment

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO
Comment

Is there anything you would like to see in the magazine that isn't in now?

What other computer magazines do you read?



Besides computer games, what other hobbies or interest do you have?

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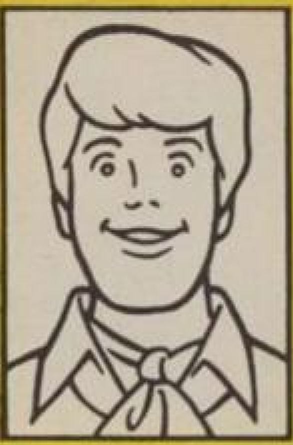
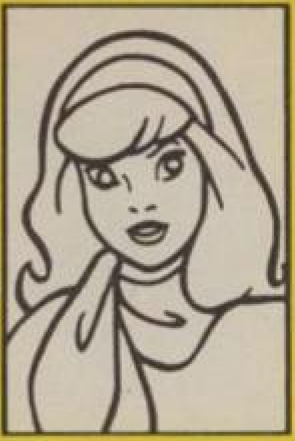
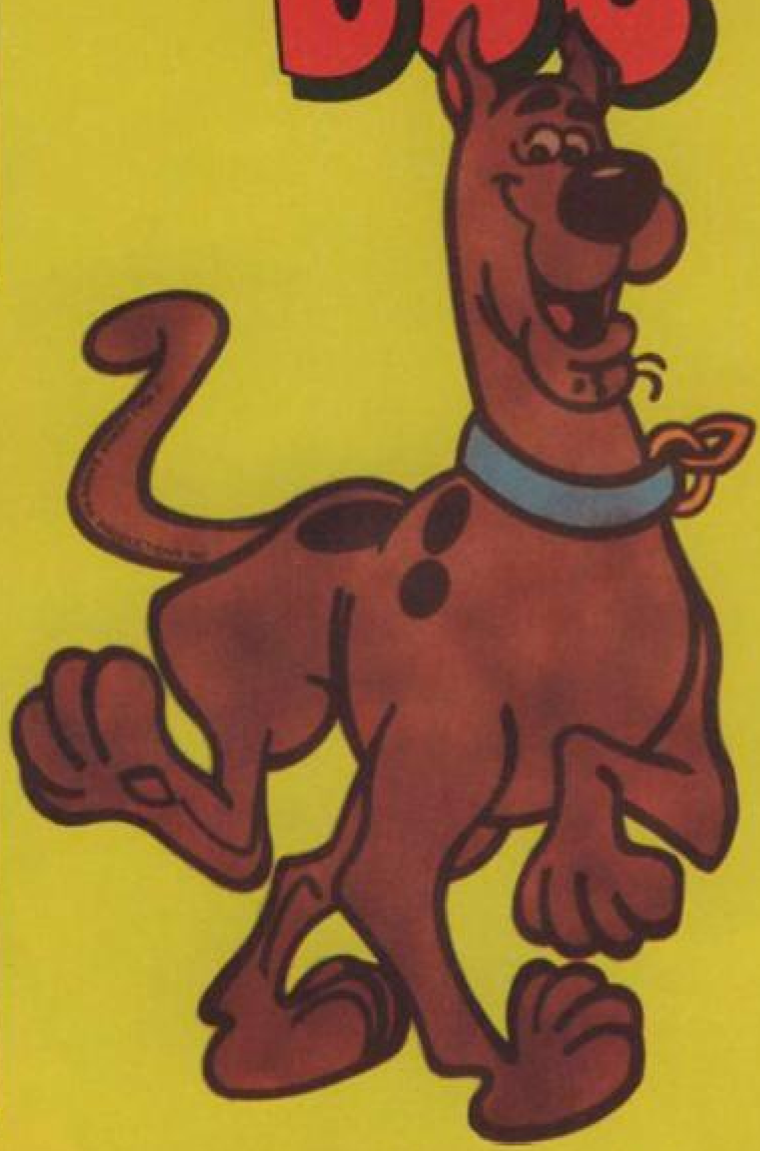
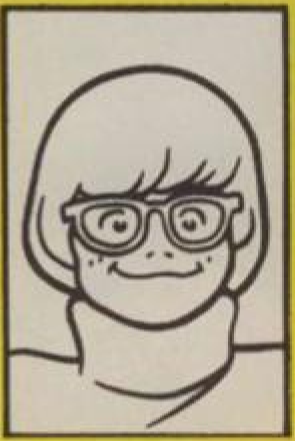
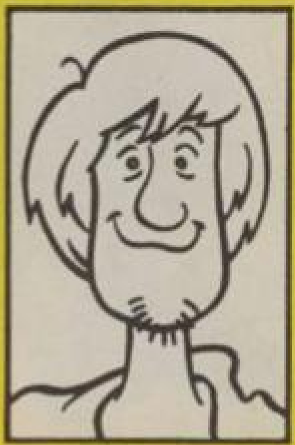
Scooby Doo











SCOOBY DOOBY-DOO!!!

Here's your chance to get in on some computerised cartoon capers with that fearless fun hound *Scooby Doo.*

Elite, the people who brought you *Frank Bruno's Boxing* and *Commando*, have now come up with the first computer cartoon — *Scooby Doo in the Castle of Mystery.*

C+VG has got 50 — yes, that's right, 50 — copies of the game as prizes in our Scooby Competition. And that's not all. Each winner will receive an iron-on Scooby Doo transfer for a T-shirt PLUS a Scooby Doo poster.

The game follows Scooby through creepy and crazy scenes in this marvellous mystery.

To be in with a chance of winning, just answer the following Scooby questions.

C+VG/ELITE SCOOBY DOO COMPETITION

1] Scooby Doo is accompanied by four humans on his adventures. What are their names?

____

____

____

____

2] What are the special snacks given to our hero hound called? __________

3] Scooby and friends travel around in a van. What is written on the side? __________

____

Name ____________________

Address ____________________

____

____

Please tick the correct box for your computer.

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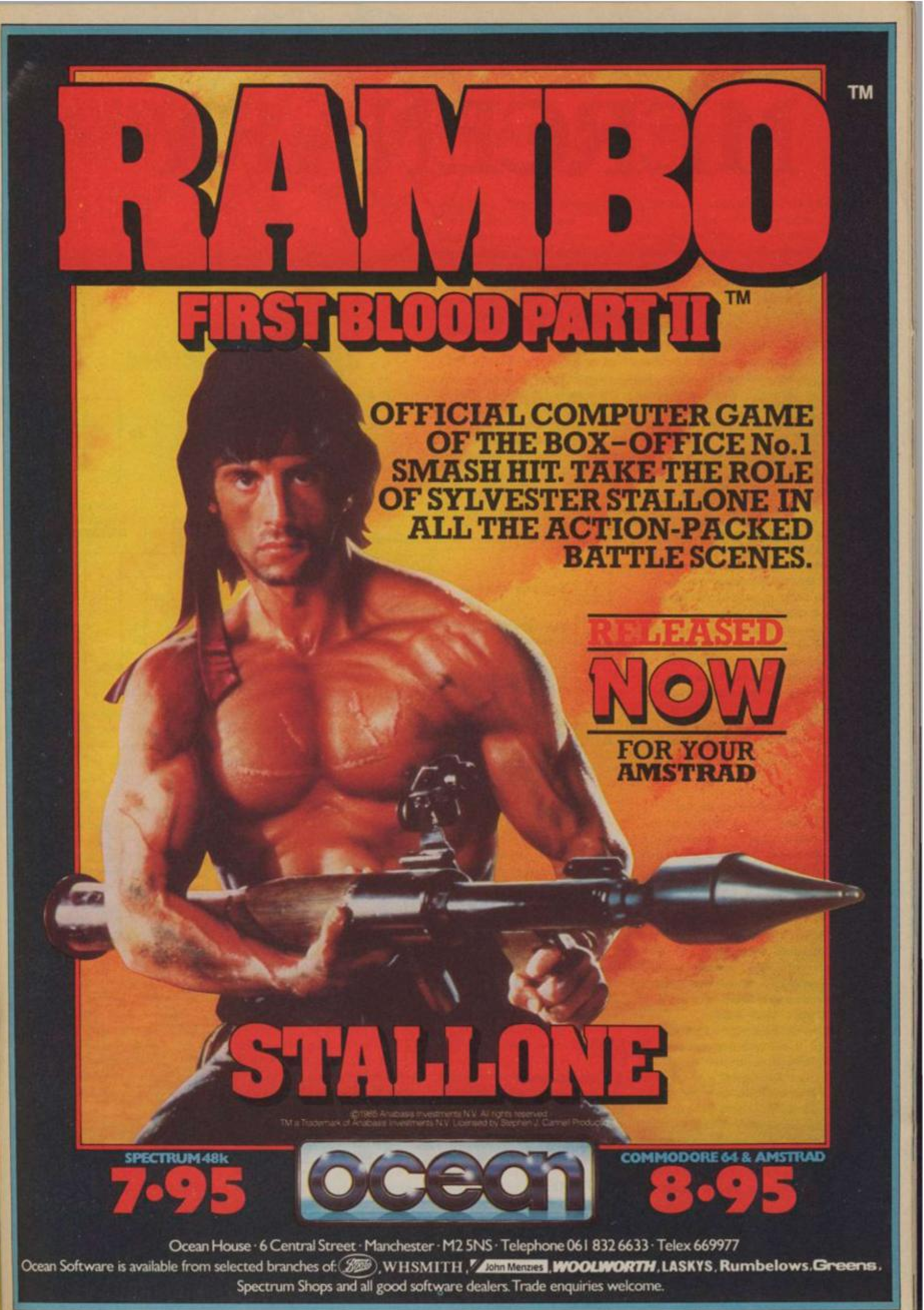
Send your answers together with the printed coupon to *C+VG*, Scooby Doo Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th April.



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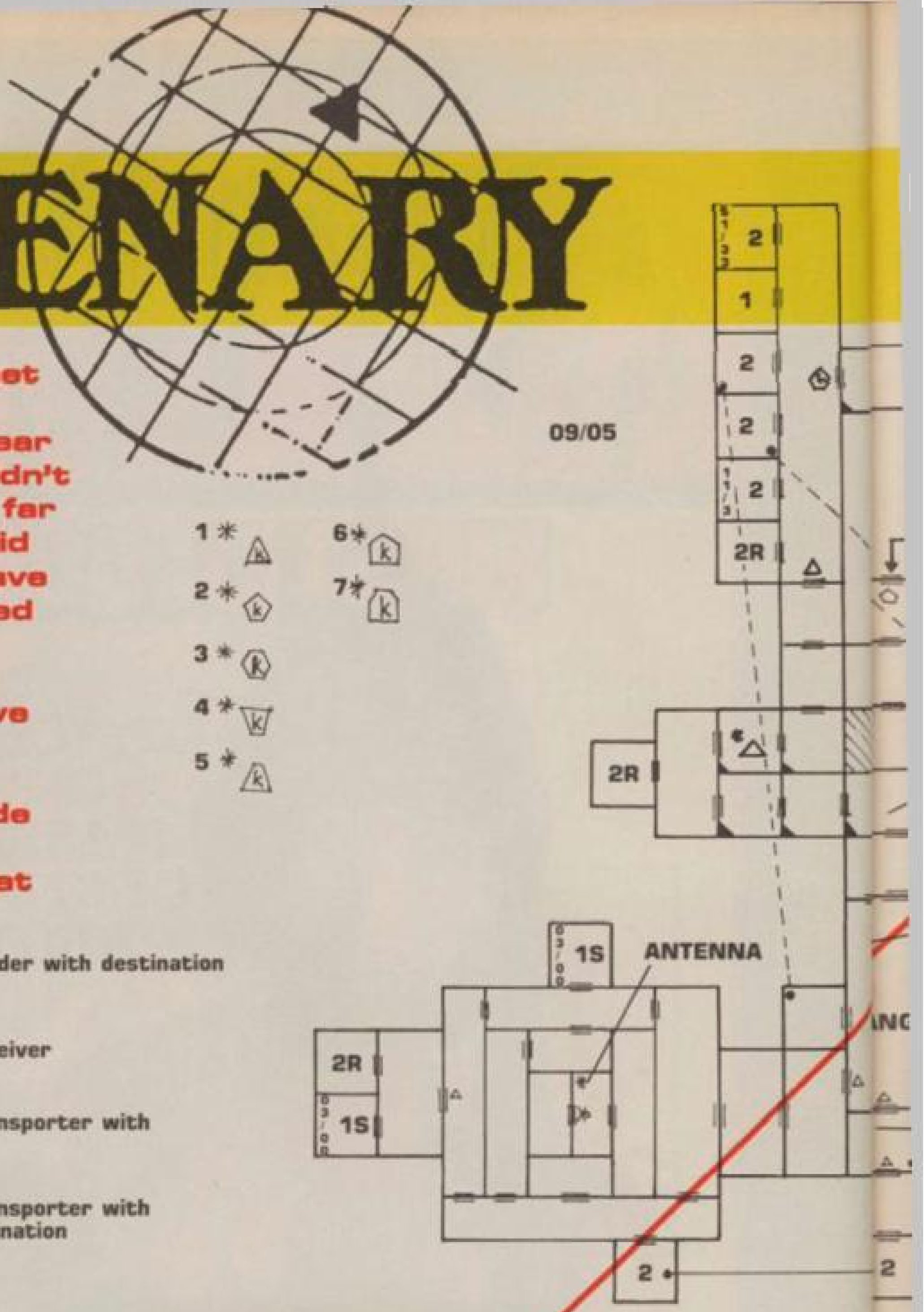
MERCENARY

Are you stuck on the planet Targ with no hope of escape? Then never fear *C+VG* is here! You didn't know we reached so far out into the universe, did you? Luckily the IDEAS CORP have outlets everywhere. We persuaded those ace Mercenaries Bruce Jordan and programmer Paul Woakes to bring you this exclusive illustrated players guide to the game that's gripping thousands. Just follow this step by step guide and the perils of Targ might not seem quite so impossible to defeat . . .



A small battered and burnt notebook was discovered by IDEAS CENTRAL operatives during a raid on a Game of God parlour — tucked down behind one of the machines. We thought these notes might be useful to those of you setting out on a mission to Targ. The notes were a bit disjointed — but useful.

• STARDATE 1203/12/2

I discovered that to escape from this planet I need cash — lots of it. Perhaps there's a way to trade with the inhabitants . . .

• STARDATE 1203/13/1

To identify surface structures, which generally occur at grid intersections, I fly at about 150 ALT. Developed flying skills for a closer inspection. Press space bar to hover in flight . . .

Resist the temptation to zap objects at this stage. If identified by either the Palyers or the Mechanoids as having destroyed structures you'll have

03/05 1S	One way sender with destination
1R	One way receiver
03/05 2	Two way transporter with destination
2R	Two way transporter with random destination
◣	Room with no light

KEY

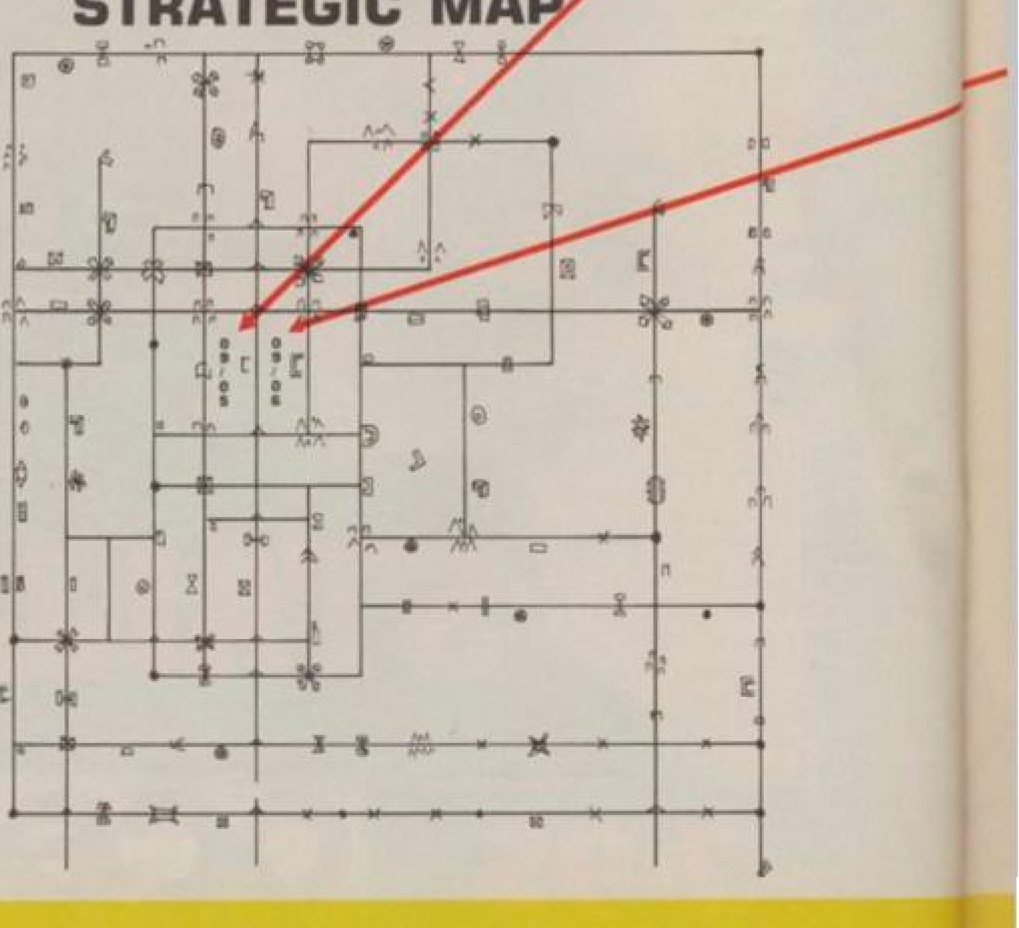
✳ RADIO MAST

ℿ TOWERS

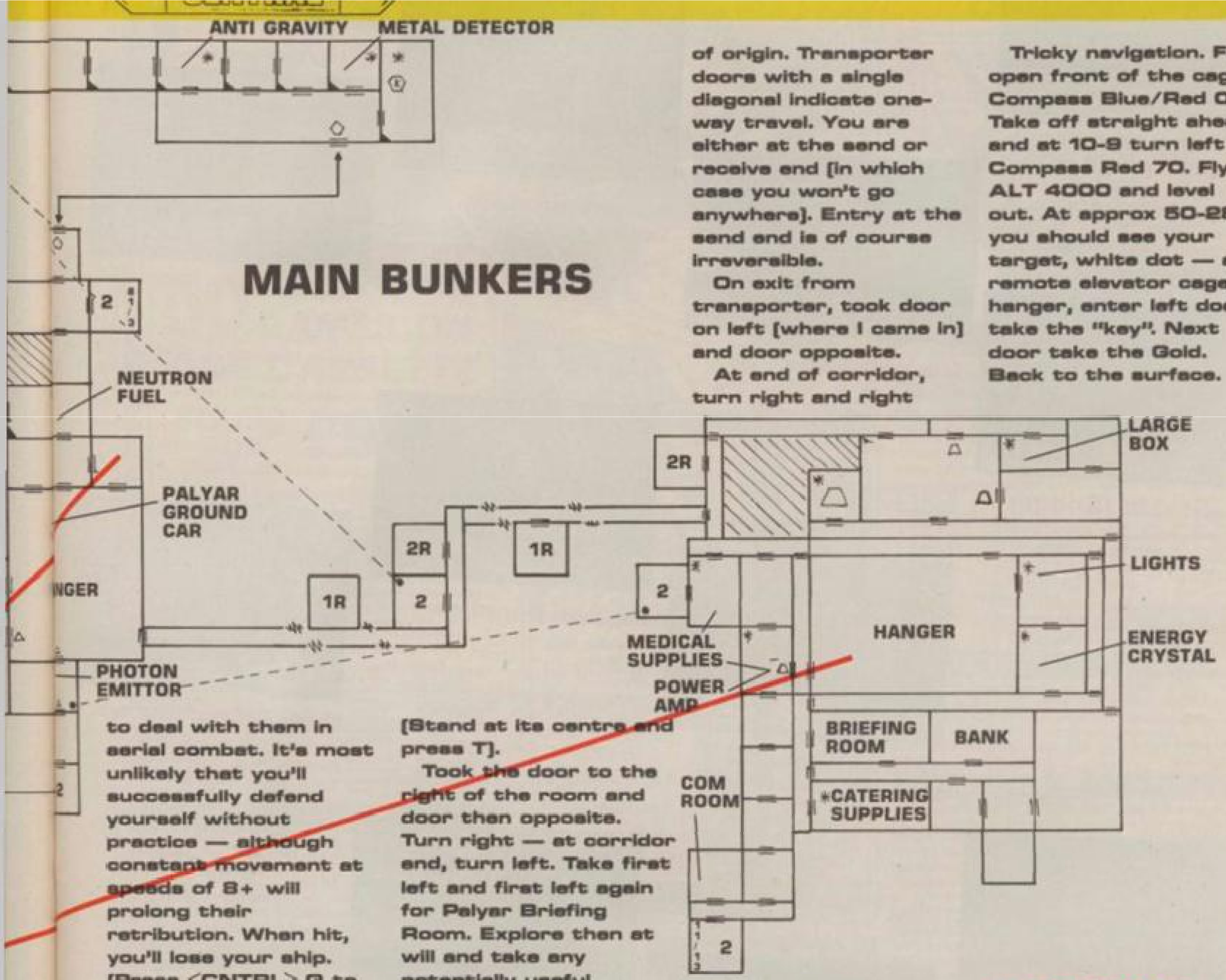
⋀ PYRAMIDS

[BUNKER

STRATEGIC MAP



A MERCENARY'S DIARY . . .



to deal with them in aerial combat. It's most unlikely that you'll successfully defend yourself without practice — although constant movement at speeds of 8+ will prolong their retribution. When hit, you'll lose your ship. [Press <CNTRL> Q to quit and gain a replacement ship.]

Indiscriminate destruction will not win a game.

● STARDATE 1203/17/3

Made my way to underground complex entrance at 06-09. Adept flyers can land within the "cage" without crashing. Press E for the elevator to descend to the hanger below.

Two 'left hand' doors off the hanger. Entered one that is a room, not a corridor. Took object in view to aid targeting. [Stand at its centre and press T].

Took the door to the right of the room and door then opposite. Turn right — at corridor end, turn left. Take first left and first left again for Palyar Briefing Room. Explore then at will and take any potentially useful objects. [You could set up a picnic on the surface with the table and chair]. Return to the hanger through the 'sights' room when ready.

Took door on the opposite wall. Took door slightly to the left ahead, locked. So turn right, at corridor end left and second left. There is "transporter room" door in here. The cross indicates two-way travel. Took ride for the experience. Some two-way transporters faulty and could take you to many locations before returning to your point of origin. Transporter doors with a single diagonal indicate one-way travel. You are either at the send or receive end [in which case you won't go anywhere]. Entry at the send end is of course irreversible.

On exit from transporter, took door on left [where I came in] and door opposite.

At end of corridor, turn right and right again. Through door opposite, right and right again. Took object that matches the shape of locked door. Return to that door to find it opens. Took the Poweramp — this permits craft to attain sufficient height to reach the Colony Craft.

Divert through square door in the room and head through the following rooms to corridor. Turn right and first to Communications Room. [How to make it work, and affording the consequences is one route through the game.]

Tricky navigation. Face open front of the cage, Compass Blue/Red 00. Take off straight ahead and at 10-9 turn left to Compass Red 70. Fly to ALT 4000 and level out. At approx 50-28 you should see your target, white dot — a remote elevator cage. In hanger, enter left door, take the "key". Next door take the Gold. Back to the surface.

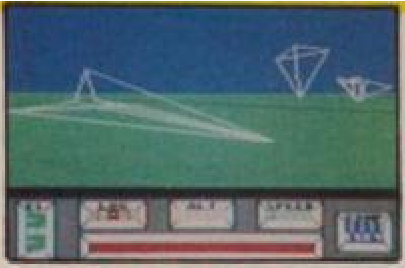
● STARDATE 1203/17/2

Face cage front. Compass Blue/Red 00. Fly at Elevation 50, turn right to Compass Red 70 to locate Colony Craft. Select max speed, key O and +++, as it's at altitude 65000. Slow down on approach from 60,000. [If you lose it, fly to 70,000, hover, and view city below to spot]. Your objective, fly to the square pad on the top surface. E for elevator . . .

Take the Gold to the Exchequer for a tasty earner.

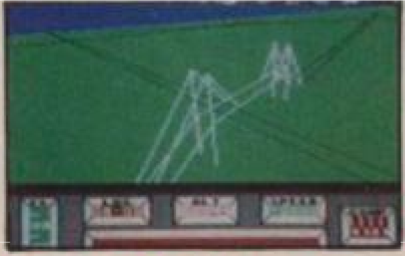
continued

MERCENARY



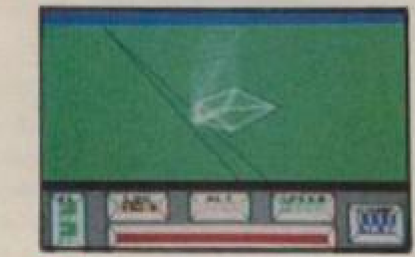
Craft on pad + Prestinium

Where to start? We suggest you buy the Dominion Dart so conveniently to hand. Walk over, stand at the centre and board (B). Take off, keying in a speed of 6 or 7.



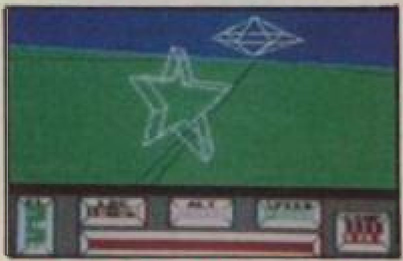
Flight shot (Bridge)

Fly anywhere. No constraints — and no penalties, even if you crash! Surface structures are in view from below 1000M ALTitude but are best appreciated below 100M. Learn to navigate using the COMPass and Bensons' invaluable LOCation indicator. The city area is within co-ordinates 0 to 15 × 0 to 15. Any other numbers (including negative) and you're in the surrounding wasteland. If ** shows, you're really remote. But there ARE a few places of interest even out there — if you can find them.



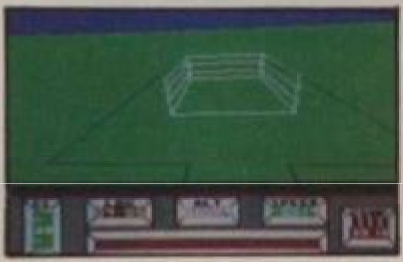
Zapped tower collapsing!

You couldn't resist it! You just had to zap something. And what an orderly collapse. Later on you may be able to "put the clock back" and perform a repair job on this. But for now, it's too late. The Mechanoids have detected your aggression. Palyars respond in the same way. It just depends on who is in possesion of the site you zapped.



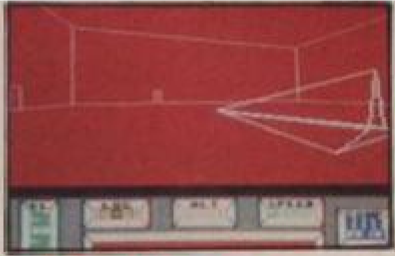
Attacking ship in view

You are under attack. An attack that will prove relentless. Unless you can knock out this droid missile, it WILL find you and home in for the kill. Try rapid flight backwards to keep it in view while you aim and fire! It's in the spirit of the game that you are never killed. If you're hit, you lose your ship.



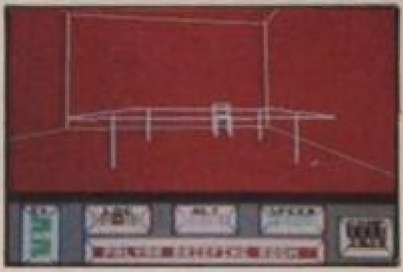
Elevator Cage

You're ready to go underground via this elevator cage. You choose the one at location 09-06 as you were directed there by the Palyars promising gainful employment. Land centrally in the cage and press E to gain access to the hanger below.



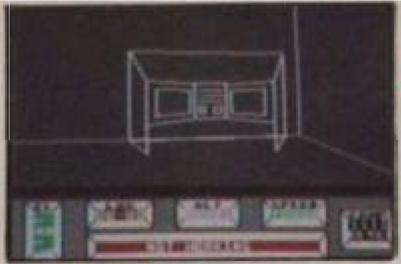
Ship in Hanger

Leave your craft and walk off through the door opposite to explore the complex. You'll find various objects which you can "take" if required. Most objects are named when you pick them up. There are some "sights" which are particularly useful. Do you need an Energy Crystal?



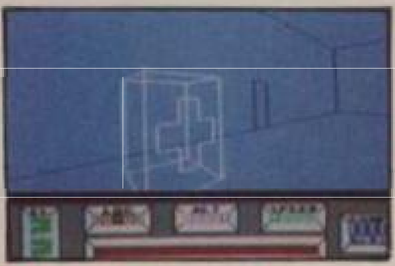
Palyar Briefing Room

You've found an early objective. The Palyar briefing room. It seems that they will pay you for transporting useful supplies and objects up to their Colony Craft "sky city". They'll pay a big fee for a captured Mechanoid. They also go on about special gratitude for knocking out all the Mechanoid sites, but only when you know how — which certainly isn't yet. In your further exploration of this complex, you will come across a locked door in a corridor just off the hanger. Of course, there are going to be "keys", and you should find one for this door (matching in shape) in the same complex, but quite a walk away. Worth finding, to reveal a Poweramp.



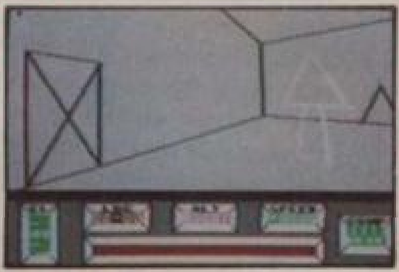
Communications Room

Further on in this area, you can find a Communications Room which is not, at this stage, in working order. Perhaps some vital piece of equipment is missing. If it were repaired, you could maybe call for help.



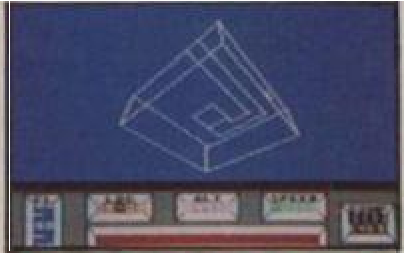
Medical Supplies

There's still more to see in this complex. You could find some Medical Supplies and from the same room venture through a door with two diagonal lines marked. You will be transported elsewhere, arriving at a room housing a Photon Emitter. That could shed some light on something.



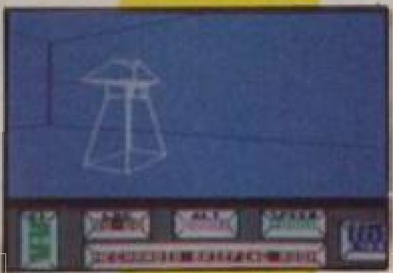
Photon Emiter

The other exits from this room are locked, so back you go through the transporter room. Just as well, since you left your craft in this complex. The transporter rooms are a good way to get around, although some go just one way, and there are others that seem quite unreliable.



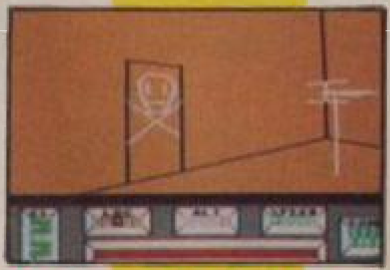
Approach to Colony Craft

Your objective is to land on the square pad on the top surface. E for elevator, and in you go. As long as you have the key to entry, there are three floors to explore, with a number of named rooms and offers of purchase where you have the matching requirement.



Mechanoid Briefing Room

One hanger complex is clearly under Mechanoid control. Indeed, you can meet their representative for a briefing. What did the Palyars say about a big fee? Perhaps you should transact any business you may have with the Mechanoids before unsettling them.



Skull & Crossbones

So you beaver away to amass some wealth — carefully avoiding the hazards that may befall you. It may be that you can buy your escape from Targ or, perhaps, a thorough exploration of the planet will reveal an intergalactic craft.

Or what about that Palyar special gratitude? The challenge is not just to escape, although that is an achievement.

As a true **Mercenary**, you'll want to leave with all the wealth that you can!

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AMSTRAD CPC 464

Avoid the rockets and anti-aircraft guns and DYNAMITE the dam, only the most skilful pilots succeed. NEMESIS a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 includes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

1. Maze Eater
2. Cyclons
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. StarTrek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3DMaze
20. Colony 5
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch . . . it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

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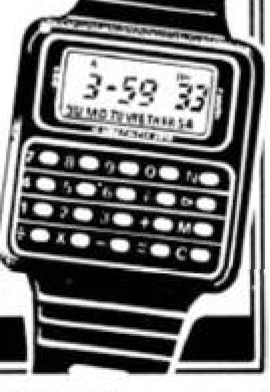


SPECTRUM 16k/48k or +

'Incredibly frustrating!' – that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette 50, featuring high resolution and user defined graphics, sprites, sound and music.

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack – or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK – you'll need fast reactions to beat the invaders in this all time favourite – or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette 50. With fifty classic and original games featuring user defined graphics, sound effects and increasing levels of play.

VIC-20

Will it be BALLOON DODGERS, or the prizewinning DUSTMAN DAN? Play these and 40 other fabulous games – including many automatic double loaders – on your unexpanded 3,5K VIC 20. And with an 8K* or 16K** expansion cartridge you can choose from 8 additional games like STARTREK or SKULL CASTLE. Special effects user defined graphics, super sound and music.

ORIC 1

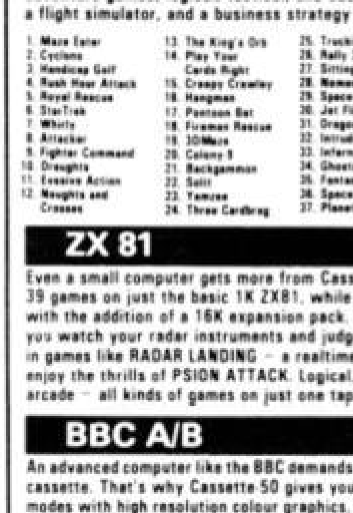
Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE – a thrilling 2-player game featuring high speed graphics.

APPLE

Cassette 50 gives you 50 great games to choose from including a classic STARTREK and BLAZING INFERNO.



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C+VG
ADVENTURE
NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

THE LEADING EDGE?

A new adventure creator system for the Spectrum may be on the way from **The Edge**. A 60% text compression capability is claimed by author Andy Blazdell, making it possible to produce adventure games with as much, or even more text, than those at present produced by **Level 9**.

Tim Langdell of The Edge is now considering how to market it. "If we leave it as it is, it is so powerful it is quite likely to be bought up by rival companies for use in-house," explained Tim.

Current thinking at The Edge is that user-friendliness may be improved at the expense of user-memory, producing a nicer-to-use but slightly less powerful tool for public consumption. The Edge would then retain the original version for in-house production of their own adventures.

Watch out for the first title planned, **Fairlight**, based on the arcade game of the same name, which The Edge will use to launch their adventure series.

PAIN ON THE WAY!

Following the success of **Secret Diary**, Mosaic Publishing plan to release the sequel, **The Growing Pains of Adrian Mole**, in mid-summer. As before, **Level 9** are writing the program. Possible future plans for Adrian include a REAL adventure game based on the character, said Mosaic's Vicky Carne.

A DISK IN TIME, SAYS NINE!

The Price of Magik, next title from **Level 9**, is due to hit the adventuring public in April or May, Margaret Austin told me. The sequel to **Red Moon**, this will have more spells and much more magic!

In addition to the "usual" Level 9 versions, there are plans afoot to produce disk versions for the Amstrad (3") and Atari (3.5"), plus a microdrive version for the QL. The price for all cassette versions will be £9.95, but no prices have been decided for the disk range.

QL — THE ADVENTURES BEGIN

More adventures are becoming available for hitherto adventure-starved QL owners. Hot on the heels of **The Pawn** from Sinclair comes a twin-pack: **Classic Adventure** and **Mordon's Quest** from the same source.

FIGHTING FOR MORE FANTASY

Temple of Terror, the next **Fighting Fantasy** adventure to follow **Seas of Blood**, will be the first game from **Mike Woodroffe's** stable to use a new Adventure System. Written by **Roger Taylor**, who recently converted **The Fantastic Four**, it is a super system, claims Mike. Object names will be embedded in the location description, giving a more natural feel to the text. When objects are taken, dropped, or modified, the location text is modified accordingly. The combat mode featured in **Seas of Blood**, will be dropped.

SCOTT'S SPECTRUM

Good news for Spectrum fans of the original Scott Adams series. After a sluggish start, it has been decided to convert the whole of the rest of the series, and bundle them in bargain-price packs. They will be such a bargain, that this news is enough to make those long-in-the-tooth adventurers who forked out £10 a time turn to arcades!

MAILBAG

● Since I last sought your wisdomful advice my sword has hacked its way through the most dangerous perils, both physical and psychological, that any man could imagine. But even the greatest hero must fall, and faced by impossible riddles and gruesome monsters that only the most twisted mind could devise, here I come to rest, battered and weak, seeking shelter, and help to resume my quest.

I can't finish **Hitch Hiker's Guide** if I can't open the hatchway. I can't open the hatchway if I can't give Marvin the proper tool. I can't give the proper tool to Marvin as the thing-that-I-don't-know-what-it-is won't fit though the opening. If I can't get this done I'll get cephalagy, gastric pyrosis, symptoms of neurosis and foul behaviour, becoming totally schizophrenic and psychotically paranoid. Get the problem?

Piero Piotti,
Milan.

Keith's reply: Don't we all, Piero!

● I recently bought a copy of **Adventureland** and agree that this is a very good game, even without taking its age into account. This "outdated" game had me returning to my computer until I had beaten it. I can now understand why it started so many people playing adventures, even though I myself started off playing **Dungeon Adventure** and **Adventure Quest** from **Level 9**.

Adventureland is in my top ten favourite games, forcing the relegation of games like **Sherlock** which are a little bit more modern. If the rest of the series is not converted for the Spectrum, this will be a great shame for all adventure players.

Mark Waterhouse
Tamworth,
Staffs.

Keith's reply: Looks like your wish is about to come true, Mark! See the Adventure News!

● For Christmas I was given **Lord of the Rings**. However, when I tried to load the game into my Spectrum, the programs after the loading screen failed to load. I let the tape run for a couple of minutes anyway. When, the program showed no sign of loading.

I sent the tapes back to **Melbourne House**, and on 4th January they arrived back, complete with a letter explaining that there is a saved position (nearly 2.5 minutes long!) which must be loaded if you die or quit the game.

I have several complaints that I feel readers should be made aware of. Firstly, there is no mention whatsoever of this in the loading instructions, and only a vague reference in the instructions on how to use QUIT. Secondly, what a stupid place to put a saved position — right in the middle of the tape.

Thirdly, thanks to this lapse on Melbourne House's part, which spoils an otherwise excellent package, I have lost 11 days playing time!

Philip Hancock
East Ham.

Keith's reply: Perhaps it's not surprising that Melbourne House get things upside-down — the program was written in Australia!

Even though I suppose that's not much of an excuse.

C+VG ADVENTURE HELPLINE

SORRY — FULL UP!

Good-luck wishes and messages of regret have been pouring in since the departure of Simon Marsh. Thank you on behalf of Simon!

Adventurers are not slow to take advantage of any possible opening, and offers and requests to join the **Helpline** have been thick on the ground! I would have loved to have been able to say "yes" to everyone wanting to join, but of course that is not possible! But don't forget — all adventurers who write to the **Helpline** are really an extension of the team. We're just the ones who keep the wheels turning!

PROBLEMS IN THE UPPER HOUSE

The loading characteristics of the Spectrum version of **Lord Of The Rings** have fooled a lot of people. See The Adventure Mailbags!.

There are problems too, on the Amstrad version. **Owen Davies**, apart from finding there was no recording on his tape for part two, warns: "The Amstrad version crashes under certain conditions, displaying a 7. So DO NOT try to LOOK while it is dark, when in the hedge near Merry's house, become a character who has been swallowed up by Old Man Willow or say HELP to a character when dancing to heavy metal orc band. (Dubious!)

PLEASE, PLEASE, PLEASE . . .

Well, seems I was not too bright when it came to **Lucifer's Realm!** No less than three adventurers wrote to tell me how to pass Eichmann! **Peter Booth** of Newport in Gwent told me outright, whilst **Bill Wilson** of Chester wrote to say:

"Shame on you, giving up on **Lucifer's Realm!** You are always telling us that the puzzles are there to be solved. You said there were no clues. Friend Eichmann is there wearing a uniform!" Touché, Bill!

Tim McSmythurs of Hawkinge, has also progressed further than me, and sent some more clues. However, Tim, is now stuck. He's at the altar confessing, presumably, to murdering a snake. Can you help him do penance?

More gold is what **G. Coates** of Ellesmere wants (another deadly sin?). He wants enough to pay the guide in **Souls of Darkon**. What should he do at the blacksmith's, and how can he enter the Dragon's domain?

Better news on the religious front, is that **Sunil Manghani** of Mitcham has found the **Holy Grail!!** "But what do you do with it once you have found it?" he asks. The Grail is still being sought by **John Hajiyianni** of Plymouth, who feels his next move is to kill a rabbit. But how? Meanwhile, **Monty Python** fan **John Cooke** of Hythe has yet to find the rabbit, but comments: "A terrific game — the funniest I have ever played!"

Who can stop **N. Johnson** of Willesden rotating? He is going round in circles in **See-Kaa of Assiah**, having only managed to get into the castle.

Don Macleod is stuck by the invisible barrier in the north/south corridor in **Mordon's Quest**, in the metal corridors section, and seeks a good push! **Steve King** wants to know how to fit a power pack to a repair droid in the same game.

Edward Gott Floridia is struggling away in St. Julians, Malta, trying to complete Hewson's **Quest**. He has been trying for over a year now, and after managing to enter the castle and kill every beast in sight, he has finally come up against a trapdoor in the hut, and he can't open it.

"What use is the hole through which stink bombs constantly fall, and how should I proceed in the adventure from this point?" he asks.

To end the quests, **Alan Maudlin** of Peterborough wants to know how to get past the rats in **Pub Quest** — it is driving him to drink.

Giancarlo Fantechi travelled from his native Como, to Milan, to buy a new adventure. From a choice of **Never Ending Story, Hobbit** Mark 2, and **Fahrenheit 451**, he chose the last. But now his **Fahrenheit 451** has turned into a bit of a never ending story. Giancarlo doesn't know where to get chemindexed and fingerprinted, can't get into the magic shop, and he has so many quotes he doesn't know what to do with them! What should he do?

Suffering from hunger **Stephen Hunter** of Sheffield would prefer to satisfy his own, rather than that of a fly! He can't get past the fly trap in **Ashkerton**, nor satisfy the demands of the White Witch.

From fly to spider! In "terrible trouble" with **Token of Ghall** is **James Laver**, who can't get past the spiders in the cave near the sleeping dragon.

Here's **Steve King** again, trying to communicate with the gypsy, and turn off the electric fence, in **Upper Gumtree**.

The last treasure in **Colossal**, perhaps the silver chain, can be carried through Bedquilt and up, causing the cave to collapse and the end-game to start, writes **D. Wright** of Camberley in response to the recent plight of **John English**.

Every so often I get a letter asking for a complete solution to a game. Now come on, dear readers, play the game!

You know what would happen if you were given it on a plate, don't you? Yes, you'd eat your way right through your software without having time to digest it properly!

This would spoil your game — you'd not have to work out any more answers! So please — be fair, and just mention your specific problems.

There's Paul Coppins, Jim Douglas, Steve Donaghue and myself at this end to help you. We will do our best to solve your problems, so that you can contine to enjoy the rest of the adventure in hand!

CHEATS CORNER

Lindsey de la doux Paton of **Games Workshop**, writes with a useful bug in **Red Moon**. Take advantage of it by planting anything you want to get rid of, and it will disappear for good! You need never be troubled by monsters again!, says Lindsey.

From **Don MacLeod** of Dingwall in Ross-shire come these useful Commodore pokes. "What's this, POKES in the adventure section?" I hear you cry! But wait!

Red Moon: Tape to disk save/load:

To convert tape version to disk save/load, reset or quit game, then POKE 4783,8 POKE 4924,8. Restart with SYS49152.

Screen colour changes:

To change the screen colours in **Colossal, Adventure Quest, Dungeon, Lords Of Time**, reset or quit, then POKE 52526,96. Restart with SYS50176.

Mordon's Quest:

For those with a Commodore copy of **Mordon's Quest** that has the "Save bug" simply reset the game, and type SYS4828 to restart. The save/load routine should now work perfectly, says Don.

HELP

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline,
Priory Court,
30-32 Farringdon Lane, London
EC1R 3AU.

HELP

FROM THE PENTHOUSE

There seems to be a continuing controversy over what is, and what isn't a correct clue for **Kentilla**. After suffering the contempt of **The Fiend**, I received a letter from **Jack Lockerby**, to say that the moss MUST be dried, as it is needed with something else to cure you of Troll's disease. Jack adds that anything you give to the Chief you can get back — and this makes the sword a particularly useful item.

"WIRTS MIRT BUD in **Red Moon**, is certainly NOT German as **C. O'Toole** of Borehamwood supposed!" retorts an indignant **Rainer Fuchs** from Frankfurt! Thanks Rainer. Personally I suspect it is an Austin expletive used when **Level 9** can't find the problem for a solution!

Susan Bowman was stuck in **That's The Spirit**, a QL game, albeit an arcady adventure, co-written by **Andy Blazdell**. Andy replied with some help for Susan: "You need to solve the program to get a clue as to how to kill the invisible monster in the church. But you will never get into Frisby's — because you can't!"

"If Susan or any one else requires help with TTS, or just a few clues on how to proceed, then write to me at The Edge, 31 Maiden Lane, Covent Garden and I will endeavour to answer your plaintive pleas!" adds Andy.

ADVENTURE CLUES

ADVENTURE RIDDLE:

They both involve welding snowploughs!

THE HELM:

Translate the sign in the canyon with reverse logic, for an aid to crossing the gorge.

TWIN KINGDOM VALLEY:

The wooden staff is upstairs in the west turret.

MAGIC MOUNTAIN:

To find the magic carpet, go down from the maze location from which north leads to the dwarf.

KENTILLA:

Give Elva the knife, and when she has made a weapon with it, have her shoot Darg-vool.

COLOSSAL ADVENTURE:

De-pinnacle the pentacle-fixated spider.

SPIDERMAN:

The mirror is fixed.

UPPER GUMTREE:

Use the first aid kit in the wreck, to stem the bleeding. To pacify dogs, drop some raw meat as they approach. Drop the hanky in the field, but don't forget to shut the gates!

EMERALD ISLE:

Go east from the native village for a bowl.

MINDSHADOW:

D-vine digging reveals the slow route.

HAMPSTEAD:

The Industrial Estate Maze: From the factory entrance go N, E, E, NE, E, E, NE, N, to find the lathe bracket, and N, E, E, NE, E, N to return. To meet the man on the train, wear tweeds, carry an arty mag, and be a good credit risk!

JEWELS OF BABYLON:

Trouble with crabs? Don't talk to me, shout at rocks!

ZORK II:

Sweets for a reptile, well for a clue, and pour to float a bucket.

CASTLE OF TERROR:

Cool a hot pot with ale, for a move leading down.

LORD OF THE RINGS:

To pass a skeleton, throw a gem.

LUCIFER'S REALM:

Tell Eichmann who you want to see, and then enlist!

WARLORD:

To avoid burns, examine someone who should have suffered from them.

THAT'S THE SPIRIT:

The axe can kill monsters.

SUBSUNK:

Spill something corrosive on a floor door.

After helping out **Jade Davey** and Jade's Mum, of Hackney, with a couple of adventure problems, I received a lovely Christmas card, together with a letter saying: "Dear Keith, I am a girl, not the boy you think I am! My Mum nearly fainted when that postcard you sent her came through the door — now she is begging to play with my computer!"

I have asked Jade to give her Mum the kiss of life on my behalf, should she faint when the next card arrives!

Finally, an adventure riddle from **Daniel O'Mahoney** of Fordingbridge. What do **Gremlins** and **Snowball** have in common? No cheating. Check your answers in the upside down section!

YOU'VE GOT PROBLEMS!!!

He got a space suit, he beamed down, he stole four credits on Sentinel Delta, and then he went and blew them on a robotron, a cybotron mask, and a light rod. But he can't find the correct card to insert in the security access point, so he can't fix his ship. Who can help **Steven Carr** with this problem in **Crystal Quest?**

"I am a young adventurer and have come across one of ye olde problems," writes **John Rogers** of Leeds. "I bought the game I thought would be easiest, **Zzzz** by Mastertronic, and it seems that it's either very hard, or I'm pretty rubbish at adventures."

John's olde problems are passing the bandit at the border, and, more mundanely, crossing the road with the red bus going along it.

Jonathan Murphy of Llangunnor in Carmathen, is trying to get Keral in **Sorderon's Shadow.** Is he actually in the tomb, and if so how can he get it open?

Joy Hammond of Retford in Nottinghamshire writes with advice for **Beryl Sharp,** recently in trouble with her mail in **The Moreby Jewels.** A simple answer, GET ENVELOPE and OPEN ENVELOPE, but it's guessing the actual words that's the difficult bit! Joy herself is stuck in the cellar maze — who can help her out of that one?

Gary Campbell, of Dungannon in Co. Tyrone, is playing the BBC version of **Horror Castle.** Not an oft-played game, this, but there must be someone out there who can help Gary. Any general hints on what to do would be welcomed.

A knife is needed to open door 212 in **Fahrenheit 451,** thinks **Ilkka Salmenpohja** of Nukari in Finland. Is he correct, and if so, where is the knife?

Quest for the **Holy Grail** had been bothering me for some time. The NIC knights want a pink shrubbery, yet some players complain that this doesn't work. All has now been revealed by **Walter Pooley,** a very old friend of the Helpline. "Some copies had a bug in the save-game routine," explains Walter. "If you use it you cannot finish the adventure. The problem is the knight — you only get one chance with him. Make sure you are carrying the pink shrubbery, and then type: GIVE KNIGHT SHRUBBERY".

The NIC-Knight has always dominated the Helpline mail on this game, but there are other problems. "Is there any way of freeing the white charger chained to the tree?" asks **Ian Sealey** of Bristol. He also seeks a way past the green knight, and the route he should take through the wood to avoid being killed by the beast.

Who can help **Errol Wiley** of Co Cork find the Falcon chamber in **Heroes of Karn?**

How can **Finn Rosenloev** of Espergaerde in Denmark, uncoil the rope in **Knight's Quest?** How can he get into the air-vent in **Escape From Pulsar 7?** And how is the battery inserted in the robot in **Fantasia Diamond?**

ADVENTURE CLUES

Honours list for this month's clues, and thanks for the help to: Jason Nicholls, Bradford; Steve King, Poole; Jack Lockerby, Aylesham; Rainer Fuchs, Frankfurt; Owen Davies, Dorking; Luis Miguel Rolo, Lisbon; Matthew Tyler, Rochford; Neil Green, Sedgeley; Tim McSmythurs, Hawkinge; and Kirk Rutter, Dagenham.

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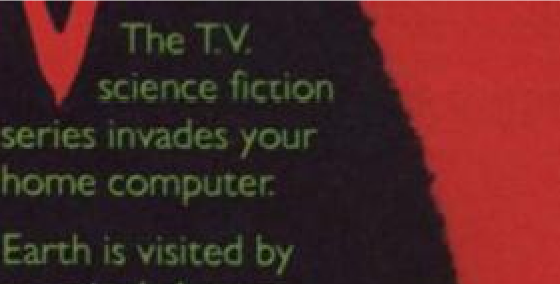

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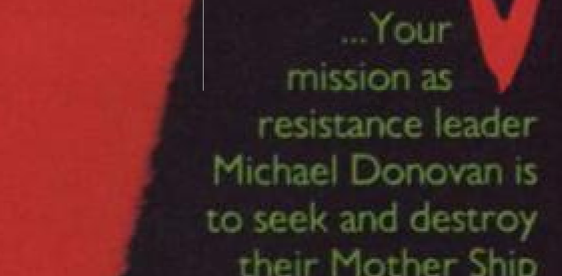

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C+VG ADVENTURE REVIEWS/1

ROBIN OF SHERLOCK

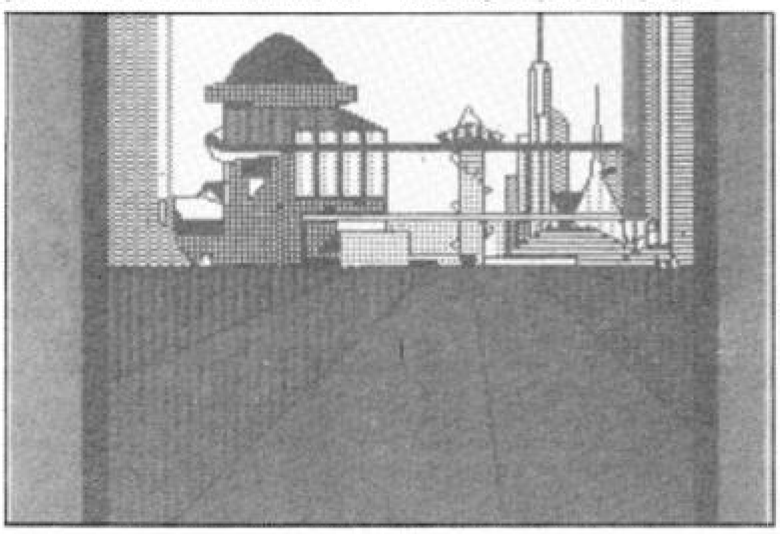
- **Supplier:** Silversoft/Delta 4
- **Machine:** Spectrum 48k cassette
- **Price:** £7.95

The plot of the latest game from those oddballs who brought you **Bored of the Rings** features a collection of literary and fantasy figures you all know and love. There's Robin of Sherwood, Sherlock, The Wizard of Oz — plus lots of bizarre items linked to the Smurfs and British Telecom. The object initially appears to be to find Dorothy's dog, Toto, from the Oz story and return him to his owner.

After a short time though, you find yourself investigating a decidedly shady operation involving the nearby monastery and the Godfather Smurf!

The Smurfs are facing a fate almost as awful as being turned into take-aways — like the sorrowful local squirrels! As for the exploding Friar, he's a complete mystery!

Graphics and text are presented on screen at the same time, but something which I found strange is that there is no picture for the first location, or indeed, quite a few locations in the initial stages. While it is certainly acceptable for some locations to be pictureless, there should be something more exciting to grab the player's interest at the outset.



The narrative is all in the past tense; "Robin was standing on . . ." and "This was done" (after GET, DROP, etc.)

It's a little off-putting at first, though after a while it seems a much more logical way to do things, instead of giving the impression of freezing time after every move. "Robin noticed a lighter" is more natural than "You see a lighter."

Descriptions are quite well written, though at times the "jokes" seem to be thrust down your throat in rapid succession.

Apart from this, **Robin** is a very entertaining set of programs, with reasonable graphics and good descriptions.

Jim Douglas

• **Vocabulary**	6
• **Atmosphere**	7
• **Personal**	8

ROGUE COMET

- **Supplier:** Walrus Computing
- **Machine:** Spectrum 48k
- **Price:** £8.95

A comet has just entered the solar system, and is on a collision course with the Earth. You are aboard a shuttle, just landed on the comet, and are under orders to plant and detonate an Omega bomb, to destroy the comet and save the Earth.

The threat is similar to **Mission Asteroid** *(reviewed January 1986)* but the game is entirely different and a little more topical in this year of Halley's Comet.

The shuttle is quite an extensive ship, with its own galley and armoury, plus Klepto, a very tidy robot, with a tendency to throw away everything that he finds has been put down!

As well as a few traps, there is a certain amount of red tape on board. Just getting the weapons you might need out of the ship's stores is not the simple job you might expect!

I decided to dispense with the weapons for the time being, and explore outside with the minimum of equipment, to see what conditions were like, and what sort of items I might need.

There were signs of life out there, and I reckon they needed sweeping up! Perhaps I should have brought Klepto after all! Now, how do I deal with this hollow-feeling ice?

This is a Quilled adventure, with some quite good split-screen graphics, and enjoyable sound effects. In fact, the first time I died, it was quite unexpected, and the sound from the Spectrum's squeaker actually made me jump!

The vocabulary is adequate, but hardly comprehensive. I tried to connect the oxygen cylinder to my space-suit, but found, after various attempts, that I simply had to wear it.

This is an adventure with problems ranging from fairly easy to currently pending, with a surprise ending promised. I can't wait to get there!

Keith Campbell

• **Vocabulary**	7
• **Atmosphere**	8
• **Personal**	7

COMA

- **Supplier:** Kalisti Enterprises
- **Machine:** Commodore 64
- **Price:** £5.95 (cass), £9.95 (disk) inc P&P
- *Mail order only from Kalisti Enterprises, 31 Blakewood Court, Anerley Park, Anerley, London SE20 8NS*

Had I been an up-and-coming brain surgeon, then my personal rating for **Coma** might well have been nine or ten. However I am not, and so I did not find anything remotely exciting, interesting, or even humorous about this adventure set inside the brain of the player.

The preamble goes something like this: While taking a quick walk down the street on a simple quest to buy some cigarettes, you cross the road rather carelessly, and get hit by a passing car.

"Your task is to travel through the dark maze of Hindbrain, the bizarre logic of Midbrain, the banality of Forebrain, and the antiseptic splendour of the Frontal Lobes, to finally re-awaken and continue your quest," says the blurb that accompanies the cassette.

You start off to find yourself floating in a dark ocean of cranial fluid, unable to see anything. You find yourself carrying a hungry synapse, and a grain of salt.

As most adventurers will immediately realise, a synapse is an interlacing of one nerve cell with another, and so what more obvious, seeing as it is hungry, but to feel it with the salt?

That got me five points, and the synapse sparkled, allowing me to see — until the salt ran out.

I didn't particularly like what I saw, being a bit on the squeamish side.

Although, if you have a somewhat gory side to your personality, you may well enjoy the plot. I didn't.

I wish Kalisti luck — it is nice to see new adventure specialists appearing — but I fear they will have to take a hard look at their scenarios if they are to make a success of the venture.

Keith Campbell

• **Vocabulary**	7
• **Atmosphere**	2
• **Personal**	1

REVIEWS/2

SPELLBREAKER

- **Supplier:** Infocom
- **Machine:** Disc for wide range of computers
- **Price:** Varies with version

Infocom's **Enchanter** series is now complete with the release of **Spellbreaker**, the third and final part.

This story begins in the council chamber of the old Guild Hall in Borphee, a place familiar to players of **Sorceror.** You are now Leader of the Circle of Enchanters, the ultimate honour, bestowed upon you for your great victory in rescuing Belboz and destroying his captor, the evil Jeearr. You did, didn't you?'

There is unrest in the Land of Frobozz, and in the council chamber sit ten other enchanters — each a guild master in his own right, gathered to discuss the threatened destruction of the Land of Frobozz.

As you listen in the great chambers, Sneffle, of the Guild of Bakers, rises to speak. He tells of the problems that have beset his bakery. Where once, a simple "gloth" spell would fold his pastry 83 times precisely, the spell now often fails to work, and on those rare occasions when it does, the results are unsatisfactory.

The Chief Enchanter from the Guild of Brewers tells a similar tale, that it takes great practice in sorcery, to turn a mixture of weird vegetables and water into a good Borphee beer. Nowadays, his brew tastes like Grues have been bathing in it.

Worse still, the spells cast by huntsmen to trap and kill wild animals, have also begun to fail. Only the other day a pack of rat-ants somehow managed to slip the bounds set by the "fripple" spell, and one of the huntsmen was badly wounded.

Again and again, the same story rings out, that the power of sorcery in the land is failing. Spells are going wrong, or, more often, they do not work at all.

Finally, Ardis of the Guild of Poets rises to speak. He begins telling about magic rhyming and spelling aids. Suddenly in the middle of his speech, the poet turns even greener than he normally is, his chin grows long, and his skin becomes slimy. In the blink of an eye, there stands at the podium not an orator, but a rather large orange newt.

As you look around the room in shock, you realise that all present have turned into frogs, newts, salamanders, or some other small amphibian. But wait! There is one shadowy figure who even now is slipping quietly out of the room.

Like any decent sorceror, I immediately gave chase to the shadowy figure, following him into Belwit Square. No sooner did I approach him, than he disappeared in a cloud of orange smoke.

With my friends back at the hall hopping mad at their transformation, everything around me was vague and misty, so I looked in my spell book for a solution to the problem. In a matter of moments I had blown the orange smoke out of existence, and there, on the ground, I found a small white cube.

But I had also discovered in the book, a new spell that I had never heard of before, the "blorple" spell. Now was the ideal time to try it out.

Memorising the long and intricate wording, I cast "blorple" at the white cube, and found myself teleported to a strange dark place.

This was to be the start of a strange journey, in which I came across, among other things, a serpent so huge that it blocked three of the exits, its body forming a ring with wits tail in its mouth. There was also a strange two-foot long zipper with magical tendencies. Even so, I was unprepared for what it could do. Suffice to say, it made a very unusual sleeping bag.

As yet I don't know the meaning of my strange journey. However I have been to some very strange places, and met more than my fair share of unusual creatures.

If you like magic adventures with greater than usual depth, or have enjoyed playing **Enchanter** and **Sorceror**, then **Spellbreaker** will not disappoint. It follows in the footsteps of its predecessors, and if you like to exercise your grey matter, it is a must! How, how do I cure an ogre of hay fever?

Steve Donoghue

• **Vocabulary**	10
• **Atmosphere**	10
• **Personal**	10

TIME OF THE END

- **Supplier:** Mandarin Adventures
- **Machine:** Spectrum 48k
- **Price:** £3.95

Mandarin Adventures is a new company specialising in text adventures. Using The Quill the aim is to produce well-written and creative adventures at a most price.

At £3.95 the price is certainly modest, and the packaging if not striking, is smart. The game is a science-fiction fantasy. Earth is reeling under a series of cataclysmic events — earthquakes, tidal waves, meteors and the like. Unknown to man, these disasters are being deliberately caused by a race of extremely bored alien beings just for a bit of fun.

The adventure starts off in the city streets, and after mulling over a few problems, the adventurer will surely end up at the mercy of the aliens, and be metamorphosed into another creature.

Taken home by children, here is your chance to see the inside of perhaps the most famous bird-case in the world.

There are problems in the game, but there is also a certain inevitablity in some of the events, and to a certain extent the player is given a helping hand through the plot.

There is also humour, including the chance to meet the famous Kilroy. He, it turns out, is a friendly alien, who for years has been trying to warn Earth of the peril it is in!

Although there are no graphics, there are some unusual screen effects, coupled with sound. There is also the chance to destroy or save the earth — will you be up to it?

Mandarin seem to have kept their promise as to the quality of their software. When the word "Quill" appears on a game, it sometimes tempts the reviewer to use words like "rushed" and "cutting corners". This product proves that, given time, it is possible to produce a competent and reasonably priced product. The idea is also fairly original.

There is also humour..... some of which appears when you meet the infamous Kilroy; probably the best-known sign-writer in the world!.....

There are certainly some inventive touches in the program, and one wonders if the price would remain so reasonable, had it been released by a larger company. Value for money.

Keith Campbell

• **Vocabulary**	7
• **Atmosphere**	6
• **Personal**	7

ROBIN HOOD

- **Supplier:** Artic Computing
- **Machine:** Spectrum 48k
- **Price:** £8.95

This Assemblage cassette from Artic contains two arcade games on one side of the tape, and two adventures on the other.

One adventure, **Curse of the Seven Faces**, was originally reviewed in the August 85 issue (Personal Rating 7) when it was released by Imperial Software, priced £8.95. At the time I suggestd it was a little overpriced.

The second adventure on the Assemblage tape, is **Robin Hood**, and described as "Adventure H" from Artic. It is a graphic adventure, with quite good full-screen pictures that are fast to display, and do not re-appear once viewed, unless requested.

For some reason, Robin seems to be a favourite character to base an adventure on. This isn't exactly a prime example, though will provide some entertainment for fans of Mr Hood, even if it doesn't stretch their minds too much!'

As Robin, wearing Lincoln green, and armed with bow and arrow, you explore the forest, and eventually get into the castle. Points are awarded for discovering valuable objects, and for solving certain puzzles.

Not that the problems are particularly hard. Lighting a lamp found in location one, with a flint found in (probably) location two, is hardly mind-bending. But then this isn't a mind-bending adventure, and can be recommended for younger players or beginners.

A value-for-money package — especially if there are arcade players in the family!

This style of game would not be worth considering, were it not for the graphics. Although some large games make the use of graphics pointless, because they take up too much space, they enhance a game of this type. The number of games on the tape make it certainly worth thinking about. As you can expect to pay over £9 for many games, it's good to see some companies producing worthwhile compilations.

Keith Campbell

• **Vocabulary**	8
• **Atmosphere**	7
• **Personal**	6

ADVENTURE

REVIEWS/3

PSYCHEDELIC WARP

- **Supplier:** Silversoft
- **Machine:** Spectrum 48k
- **Price:** To be announced

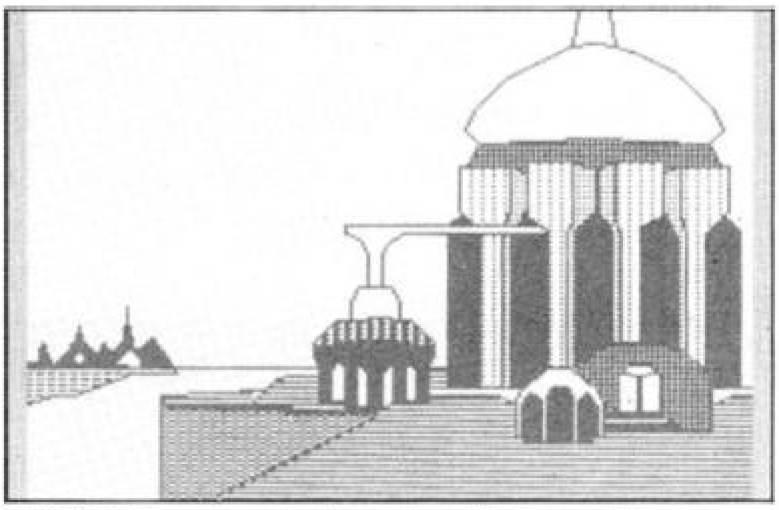
Joe Minniver inhabits the "near future". From time to time he feels that something is terribly wrong. He harbours a nagging doubt that the year isn't 1995, but a decade in the past.

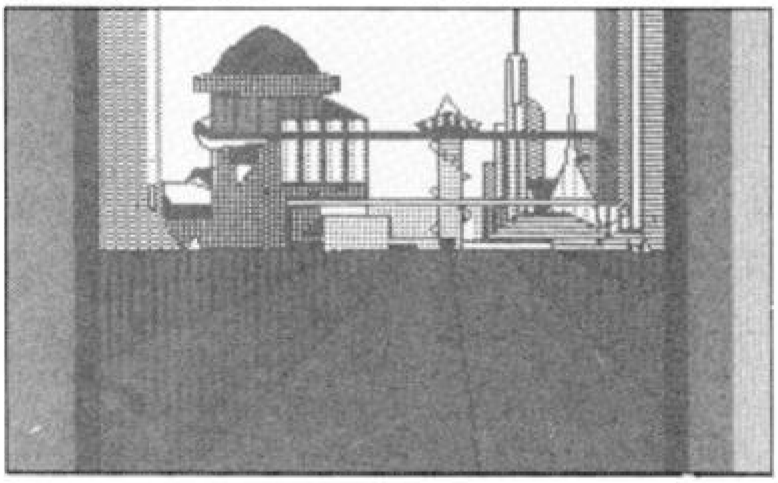
Being the rugged, square jawed, blue-eyed and all-round adventurous type, Joe decides that instead of going quietly insane, he wants to find out exactly what is going on. And that's where you come in.

As soon as you "Press S to start your day" an impressive picture of your "conapt" (pad/gaff/place/home) appears. I was reminded a little of **Alien 8** by the semi-octagonal doorways and metal panelling on the walls. The text is simple, but with graphics like these, you don't need to be told anything except which routes are available.

After a while you find yourself in the second location — Central Hall. The picture here is even better. Large spiral towers and glass domes extend into the horizon. Very atmospheric.

There are a large number of objects around, plus as many tables and chairs, and by the time you have examined a few things the list of items has scrolled off the screen.





REDESCRIBE gets them back, but you have to see the picture reconstructed, which isn't all that fast.

Finding myself in a talking taxi, I was led to the Palace (great piccy!) but couldn't get inside. A friendly chap in the park offered me some blue capsules, and they LOOKED harmless enough, and they WERE very pretty, so I "popped" a couple.

Phee! Zap! After an amazing graphic sequence, and generally feeling high, I found myself in my apartment in 1985. A little exploration revealed that the game now takes place in basically the same locations, though ten years apart. The Central Hall is a plaza, the plus shopping area a deserted supermarket, and so on.

A fairly original plot, some inventive touches (SCORE produces "You're still hoping this is a game, aren't you?") and some very exciting graphics make this a completely enjoyable game.

A good buy if you like a game with good graphics.

Jim Douglas

• **Vocabulary**	7
• **Atmosphere**	8
• **Personal**	9

THE CAUSES OF CHAOS

- **Supplier:** CRI
- **Machine:** Commodore 64 (cass)
- **Price:** £9.95

Causes of Chaos is a text adventure with a *D&D* flavour which can accommodate from one to six players. Or so it is claimed in the instructions, but I'll come to that later . . .

The loading screen depicts the poor adventurer bound with ropes, and being menaces by some half-clad nasties brandishing evil-looking swords — a picture some of you might recognise from *White Dwarf* magazine.

Starting on high ground at the head of a waterfall, various objects can be acquired in five nearby locations, which then seem to be a dead-end to the lone adventurer, unless endowed with spiked boots or a suitable key.

Playing as one player, the game performs as a standard text adventure. Entering the fray in company, offers a choice of number of moves from one to nine per turn, asks for the names of all the players, and places them randomly in a suitable start location.

In this mode, when players meet up in the same location they can either help each other or fight to the death — unless one chickens out!

A fight consists of hitting the player's player-number key to strike, on receipt of a report. Unless F1 is pressed, the fight will proceed until one is killed.

Unfortunately, the prompt is fairly quick in appearing, and the instinctive way to play is to continually depress the appropriate button, hoping that your foe misses the prompt more often than yourself.

Worse still, from the point of view of the loser, is that he is out of the game for good. Nice for the rest, but rather boring for the loser wh may have to wait three months or so before the others complete the adventure, or decide to restart!

Having sorted out how the multi-player mode works, I decided to settle down as a single player and get into the game.

For some reason I was locked into five locations, yet I hadn't been when playing a two player game.

After QUITting and restarting a few times, I established that there were some steps leading down by the side of a waterfall, but the appropriate text and exit were missing in one-player mode.

The only way round this for a single player seemed to be to strt out as two players, and QUIT one of them right at the start.

I wasn't over-impressed with the choice of white as the background colour to the multi-coloured text, finding this gave an excessive amount of glare whatever combinations of colour, contrast, and brightness I tried.

But I was impresed by the number of useful abbreviations, such as L for LOOK to redisplay the location, D (object) to drop, and also D for DOWN as a move.

The vocabulary is adequate without being exceptional, and on occasions more than two words can be used. I knocked one point off the vocab rating for not including BOARD as a synonym of ENTER, to get on a boat. Also, my instinct was to type D to go down the hatch, but this merely get me back onto land. I should have used GO or ENTER hatch.

Nevertheless, this is an enjoyable adventure, and quite hard. People new to adventurer shouldn't go near this game. They'll risk being put off forever.

Keith Campbell

• **Vocabulary**	7
• **Atmosphere**	7
• **Personal**	7

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ADVENTURE

EXCLUSIVE — THE PAWN

What's this? KEITH CAMPBELL raving about a graphic adventure. No, it can't be! In this exclusive *C+VG* preview, Keith tells you about the most amazing adventure he has EVER seen. It's called *The Pawn*, it's being released onto an unsuspecting world by Rainbird Software. Read on and be amazed . . .

Graphic adventures may sell more copies than text-only adventures, but ask any real adventure enthusiast which he prefers, and the answer will always be text with a capital 'T'.

Well written, detailed text gives an adventure game more interest and depth. Something that the player can settle down to, just like a good book.

Graphics in cassette adventures are generally held to occupy memory better used for plot and text. In disc, games graphics tend to slow response times down to an almost unacceptable level.

With the continual advances in hardware technology more and more memory becomes available to home computer owners at prices they can afford. And as that happens the format and graphics/text mix of adventure games can evolve.

I got a glimpse of the shape of adventures to come when I visited the London HQ of **Rainbird Software** where I met **Anita Sinclair** from **Magnetic Scrolls**, the design team behind the magic which makes **The Pawn** so special.

When I arrived the Atari ST monitor was showing a graphic display that I first thought was a photograph. It turned out to be the loading screen of the game!

To produce a photo-like picture on a monitor requires literally hundreds of different colours in order to obtain the fine gradation of tone produced by the lighting. In fact, this picture used over 500 colours, although the ST can only officially manage 16.

"This is the title screen," explained Anita, "and it is an EXACT copy of the picture on the game packaging." There is only one picture like this in the whole game as it requires 80% of the processor power to maintain the picture on the screen!

Although the other graphics within the game aren't so detailed they are still the most advanced and impressive pictures ever seen in an adventure game. You'll get a good idea from the screen shots on this page!

Drawn by artist **Geoff Quilley**, each picture took about three days to complete. The adventure has over 100 locations, but there is only enough room on the disk for 35 pictures on top of the 96k program.

Anita started the game proper, and after a screen full of introductory text had unfolded, a picture slid down over it from the top of the screen.

We appeared to be in a walled garden with a fountain in the middle, and the sun was shining from the right. A shadow fell across part of the wall, following the contours of the greenery hanging from the top of the wall. Where the light hit other parts of the wall, individual bricks stood out, reflecting different colours.

"The picture came too quickly. I missed that text!" I grunted. Taking hold of the 'mouse' connected to the computer, Anita rolled it away from her, and the picture slid back up just like a roller blind, revealing the text once more.

Bringing the mouse back and forth a few times, Anita idly slid the picture up and down, eventually leaving it about half way up the screen.

I deliberately said "like a roller blind". Just think about that for a moment. The mouse didn't erase upwards from the bottom of the picture. Nor on its first appearance did the picture 'scroll' down from the top.

What was happening was that the top of the picture was being pushed upwards off the top of the screen, and being pulled back down by the bottom.

At the bottom of wherever the picture had been left, hung four tags, labelled FILES, TEXT, GRAPHICS, and COLOUR. By moving an on-screen arrow on top of one of these, Anita used the mouse to pull down the tab marked TEXT. This revealed three words: NORMAL, BRIEF, and VERBOSE. These were word-icons, and could be selected as a command through the mouse, before being slid back up, out of the way.

"Hmm, those are commands normally used in Infocom-style games . . ." I muttered. "That's what I really wanted you to see," Anita replied. "They seem sensible standard words," and she continued on into the adventure.

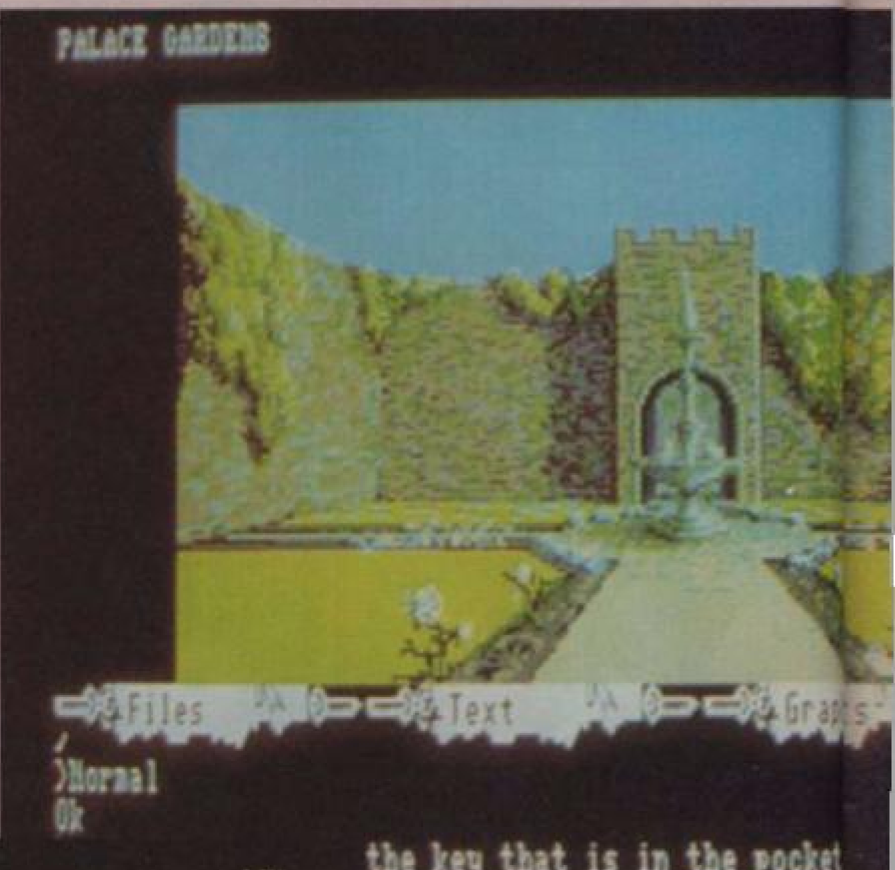
The outpourings of text, together with a fiendish sense of humour, and a devious plot, showed this adventure to be every bit as good as the best of Infocom, the last thing I had expected to see on this assignment!

"Better than Infocom!" corrected Anita. "Watch!" And so saying, we went off to find a tree stump, taking with us a top hat, a pointy hat, two bottles, (one green and one brown) and a key.

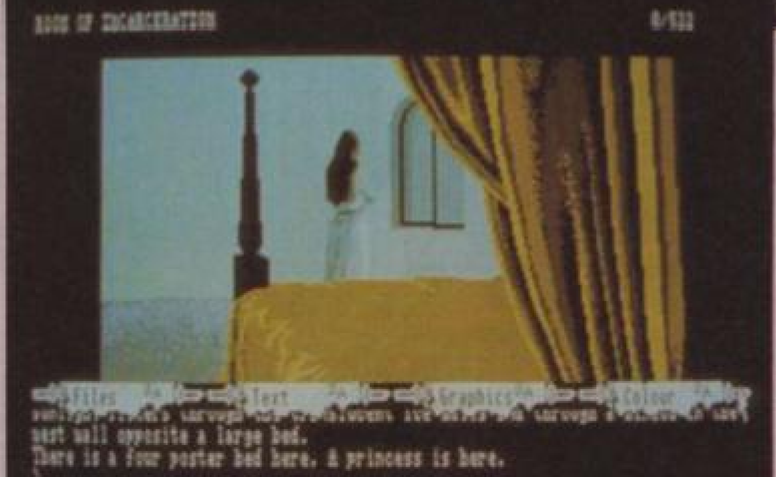
"The stump is hollow, yet it is thick enough to sit on, or to place things on," explained Anita. She then proceeded to put the top hat IN the stump, and the pointy hat ON the stump, following this with the command: PUT GREEN BOTTLE IN HAT IN STUMP AND BROWN BOTTLE IN HAT ON STUMP. The parser had no problem dealing with that tongue twister!

The parser is the program module that interprets the player's input, decides what the player means, and acts accordingly. It is the intelligence working away behind the scenes.

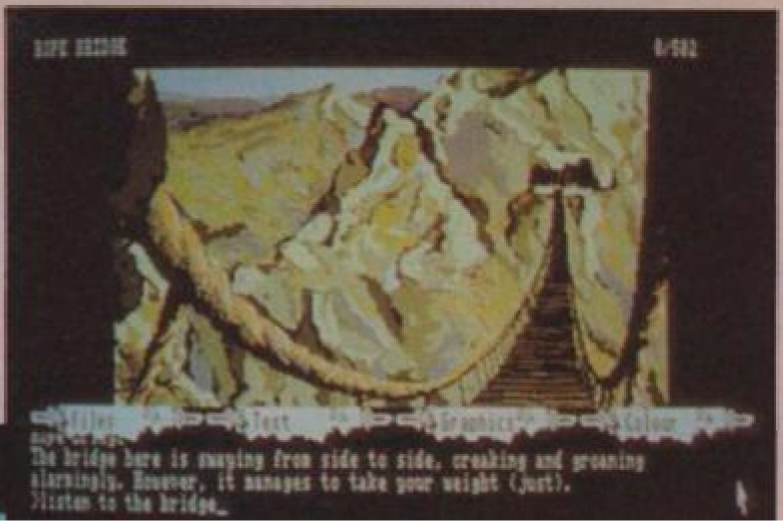
Magnetic Scrolls call their



```
>Normal
Ok
the key that is in the pocket
```



```
east wall opposite a large bed.
There is a four poster bed here. A princess is here.
>
```



The bridge here is swaying from side to side, creaking and groaning alarmingly. However, it manages to take your weight (just).
>listen to the bridge_

aphics
Colour
cet_

parser Eliza, but in fact it is not a true Eliza parser, I was told. "It carries out what we call 'context-free parsing'," said Anita.

"We're not finished yet," Anita continued attempting the command: PUT KEY IN BOTTLE IN HAT IN STUMP. "Wow!" I exclaimed. "Hang on!" she replied. "Now I'm going to shift the key from one bottle to the other!" And so saying, she did: PUT KEY IN BOTTLE IN HAT IN STUMP IN BOTTLE IN HAT ON STUMP.

"That sort of parsing lends itself to the construction of some pretty amazing puzzles!" she smiled, slyly! "We can nest things 25 deep in that way."

For another demonstration, we wandered off into the potting shed. Here was a pot, and a plant. PLANT POT PLANT IN PLANT POT was recognised, and rewarded us with the reply! THE PLANT IS MUCH HAPPIER NOW, even though the word PLANT had been used as a verb, a noun, and an adjective!

A nearby barrow contained a number of items, including a pair of jeans, which when examined were shown to have a pocket. PUT ALL IN BARROW IN POCKET. This didn't work fully, for halfway through replying, came the response STRANGE CONCEPT — another Infocom favourite!

"Aha!" I smiled. "Caught it out at last!" Anita remained unperturbed. "Not at all! The program is intelligent enough to know that it is not possible to put a pair of jeans into its own pocket!"

Incidentally, not only can long and complex commands be entered, but there is an on-board word processor, which allows slick editing. This varies according to the computer used, but on the ST, the previous command can be recalled into the input area, for manipulation.

The parser has been developed by a team of three people working a total of two man-years. It is Anita's pride and joy, and her enthusiasm shows! "We thought it was going to cop out when we asked an expert in artificial intelligence to try it, and he typed: I THINK THEREFORE I AM. The parser went away for quite some time, but to our delight and surprise, it eventually replied: OH, DO YOU?"

As well as the Atari ST, similar format graphics versions will be released for the Amiga, and the MacIntosh.

"The Amiga was supposed to be the machine that would give us the best version, but in the end, the Atari beat it hands down," claimed Anita.

For monochrome players, there are some special graphics options, controlled by the scrolling icon. The pictures can be displayed using STIPPLE, FREEHAND, or DITHER. It is difficult to explain what effect these commands have, but basically, they alter the way in which the colour pictures appear in black and white.

For those with a less exotic micro than the ST, Mac, or Amiga, there will be still a chance to play **The Pawn.**

It is already available in text only on the QL, published by Sinclair. The text and parser are identical to the ST version.

Rainbird will be releasing versions for the Apple II and Atari 800, possibly with graphics, but not of the same style. There will be versions for the Commodore 64 and Amstrad range, probably without graphics and the BBC in text only. All will be on disk, and releases are expected around June.

Infocom is probably the most respected company in the world for the quality and entertainment value of its adventures. Its games consistently ride high in the American charts, and rightly so.

Anita, a self-confessed adventure freak who got hooked playing **Zork**, and for whom an adventure holds little interest if it isn't from Infocom, told me she was asked by a close friend what she would like for Christmas. "Give me Infocom!" she joked.

Given a series of games as brilliant as **The Pawn**, she will get her wish.

THE REVIEW

- **Supplier:** Rainbird/Magnetic Scrolls
- **Machines:** Atari ST, Amiga, Macintosh, Commodore 64, Amstrad, Atari 8, Apple 2, BBC. (Disk only).

If you were playing a text-only version of **The Pawn**, you could be forgiven for thinking that this was another Infocom adventure. It's not that Magentic Scrolls have "lifted" Infocom's technique — they have developed a system of their own, that in most respects is superior.

The Pawn has a rich plot, devised by Rob Steggles, a philosophy student. There is painstaking detail in the text, and a wonderful sense of humour throughout.

The King of Kerovnia is losing his grip, and no longer commands the loyalty and devotion of his subjects that he once enjoyed. The pundits attribute this to King Erik's refusal to reinstate citizenship to the Roobikyoub dwarves, who were thought to be the instigators of the assassination of Queen Jendah II. The dwarves were banished by Erik, but the true facts of the assassination were never discovered . . .

Kerovnia's economy once thrived, due mainly to the relentless effort of the dwarves in producing the strongest malt whisky this side of the Obakanga. But vested interests are now at work to prevent the return of the dwarves, in the form of the Farthington Real Ale company, and the Romni gnomes, producers of a refreshing spring water — at least as good as Perrier!

This is the situation in which you arrive, and your exact mission, and how to set about accomplishing it, are the first of your worries!

I set off innocently enough along a gravel path in the forest, and soon things began to happen:

"Kronos the magician zooms past on a circular stone platform that hovers above the ground, executes a steep banked turn, and glides to a halt in front of you."

Imaginative stuff, indeed! But should I undertake his task?

I decided to accept, and not having the slightest idea of my whereabouts, set about exploring the land. Before long I found myself in the company of a guru, who took one look at me and fell about laughing.

I gave myself a quick check — no, I was fully dressed, so what did he find so hilarious? I asked him, and he was shaking so much with mirth, it was all he could do to point to a silver band on my wrist.

Being a generous sort I thought I'd give it to him — perhaps I could turn the tables on him and get a laugh out of it myself! Aha! Nasty problem number one. The wristband won't come off! What the hell is it for?

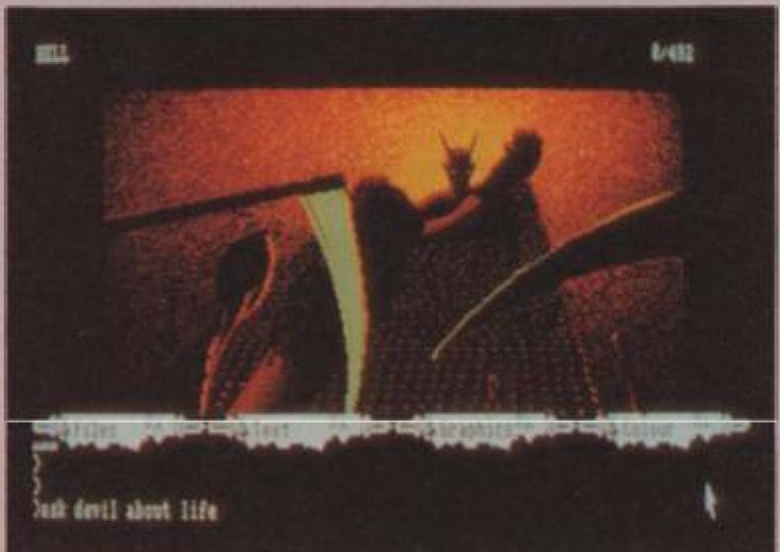
All commands I tried were fully covered, and with even more detail than I would have expected. Wondering if there was anything in my jeans' pocket, I typed: "EXAMINE POCKET". The answers went like this. "It is a loose bag inserted into the . . ." My fault for asking!

If **The Pawn** is to be the first of a series, and the series is produced with no alterations to text or parser for the more popular micros, then it will not be long before the standard of software demanded by adventure players will rocket.

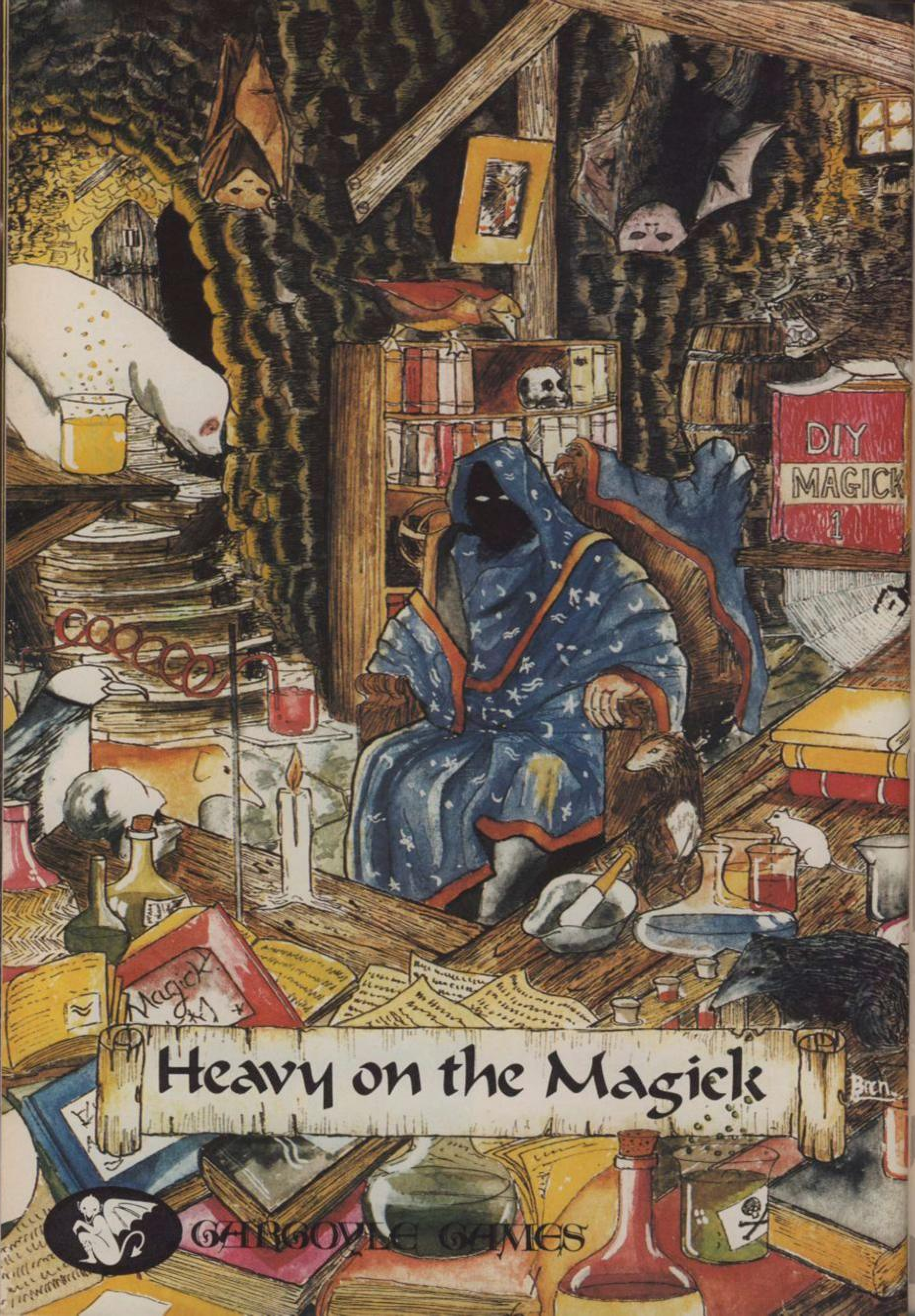
No longer will it be viable to knock out a quick cheap-and-nasty on The Quill. People will be more willing to pay about £20 for something to which they will thrill rather than waste a fiver on a sparse screen offering little for the imagination to bite on.

The Pawn is so good that to compare it in the same category as many of the adventures currently on the market is to do it a gross injustice. Good luck to Magnetic Scrolls and Rainbird in their bid to raise standards. They deserve it.

● **Vocabulary**	10
● **Atmosphere**	10
● **Personal**	10



>ask devil about life


DIY
MAGICK
1
Magick
Heavy on the Magick
Bren.
GARGOYLE GAMES

ATARI ST V AMIGA

In early 1983, it was announced that a small company by the name of **Amiga** was working on a super home micro by the name of Lorraine (after the owner's wife). Rumours about the machine's features were rife. Excitement grew when, in 1984, Commodore took over the company for an estimated $25 million. As the machine took shape — it originally covered several desks — it became obvious that most of the rumours had been correct. By the middle of 1985, Commodore had the machine in a ready enough state to let program developers loose on it.

While Commodore gained one asset in the form of the Amiga, it was losing another in the form of its founder Jack Tramiel. Tramiel is a larger than life character who had taken Commodore from strength to strength during its first six years in the computer industry. Tramiel set out on a world cruise but later got bored and decided to buy Atari from Warner Brothers.

Several of Commodore's top designers followed him to Atari and set about designing a new computer along the lines of the Apple Macintosh, but for the "Masses not the Classes". The result of this work is now on the market in the shape of Atari's ST series. The first of which is the **520ST.**

Both machines have been adopted by several well known US software houses including several companies who had produced some of the best games to come out of the US, **Electronic Arts, Infocom** and **Broderbund.**

The now renamed Commodore Amiga and the Atari ST both use the microprocessor that is the favourite amongst hardware developers at the moment and can be found in the Sinclair QL and Apple Macintosh machines — the 68000.

The Amiga features a built-in 3.5 inch double-sided 880k disk drive and up to three others can be supported. It comes with a standard 256k of memory which can be expanded all the way up to 8Mb, an 89-key keyboard and, of course, a mouse. The mouse controls a Macintosh-like window system called Intuition.

The 520 ST is supplied with a 350k 3.5-inch drive and a hi-res black and white monitor of similar quality to that supplied with the Macintosh. The 520 comes with 512k of memory which should be enough for even the largest adventure games.

One of the more interesting features of the Amiga is its ability to multi-task. This means that you can run more than one program at a time, each program being given a portion of the screen. In theory, this means that you should be able to play a quick round of your favourite game while your word processor is spell-checking, or you and a friend can play two different games at once!

GRAPHICS

The Atari ST offers three graphics modes, the lowest of which 320 by 200 pixels in 16 colours. The medium resolution offers 640 by 200 pixels in four colours and the highest resolution offers 640 by 400 in black and white. The colours in the various modes can be selected from a palette of 512 colours.

The ST doesn't offer any hardware sprites, but these can be achieved by the use of special built-in software, which can often give a more flexible approach to sprites than if they were built into hardware.

One of the most talked about features of the Amiga must be its graphics capability. The Amiga offers four graphics modes and it can display one or all of them on the screen at once. Its lowest resolution is the same as the C64's.

The C64 can display this in four colours — the Amiga in 32 colours. The next mode has a resolution of 320 by 400 in 32 colours.

The Amiga can produce the BBC's two colour highest resolution (640 by 200); in 16 colours. Last, but not least, the Amiga also allows the ST's highest resolution in not two, but 16 colours.

The colours are chosen from a palette of 4096 colours. In addition to the above modes there is also one called Sample and Hold which allows all 4096 colours to be displayed at once!

Those of you have played around with the graphics screens on the computers mentioned above might wonder whether manipulating such large resolutions will slow down the computer to a slow crawl. The Amiga solves this problem by having built-in routines and a special graphics chip to take care of all graphics.

The Amiga has only eight sprites, each of which can be up to 16 pixels wide and up to 200 pixels tall in four colours. Eight sprites may not sound like many, but the Amiga can also move huge sections of the screen at great speeds using special hardware. Software sprite programs will add even more sprites as on the ST.

A device known as Gen-lock will soon be available for the Amiga. This allows an input from a video recorder or camera. This means that you can place captions on your home movies, or watch *Dynasty* while you play a game — on the same screen!

SOUND

The Amiga has four voices which can produce true stereo sound with the same quality as the most expensive synthesisers costing many thousands of pounds. The Amiga will also have the ability to sample sound and play it back.

With very little software the Amiga can be made to accompany you while you play your favourite tunes on the keyboard. Sound is produced without the help of the main chip in the Amiga, so that you can program and have your favourite tunes playing in the background.

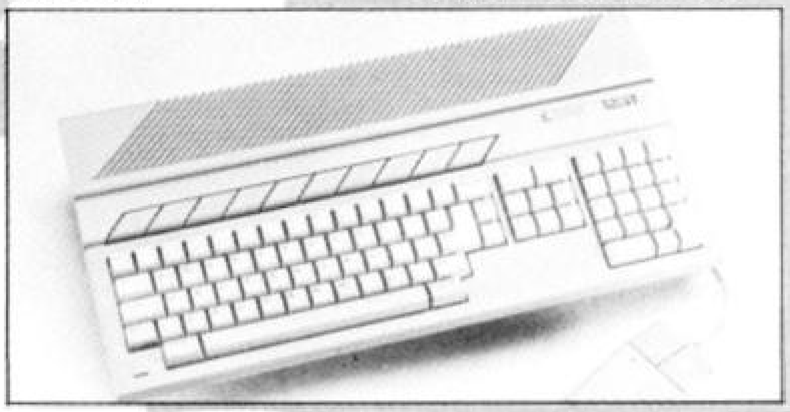
The Amiga is one of the first home computers to have a voice synthesiser built-in. This can "talk" from any text in a male or female voice. This can of course be used in games and all other programs.

The ST comes with a sound facility of the kind found in the C64 and Atari 800 series of machines. It has a four voice, envelope shapeable sound capability. It also comes with a MIDI (Musical Instrument Digital Interface) which allows connection of a music synthesiser or various other musical devices incorporating a MIDI interface.

GAMES

The games potential of the Amiga and ST are enormous. They have by far the best graphics facilities of any home micros yet released. The size of their memory and the fact that they have a built-in disk drive will mean that the games will be more complicated and realistic than ever before.

Already Infocom have produced an adventure game called **A Mind Forever Voyaging** which will only be available for larger micros including the Amiga and the ST.



ELECTRIC DRE

Some people can get extremely excited over a new computer system. The hackers drool over the lack of documentation. Programmers peek and poke in pursuit of hidden secrets. But most of us end up running around trying to find software that will run on the blamed thing.

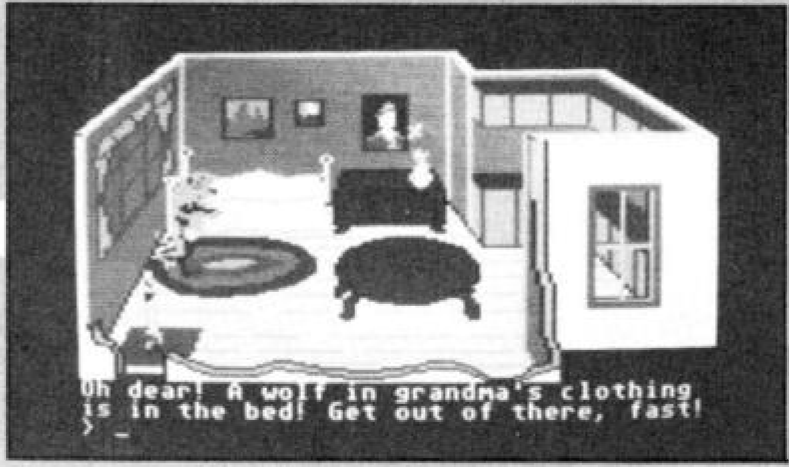
A case in point is the arrival of the powerful, and affordable, Atari ST. **C+VG's American correspondant Marhall M. Rosenthal expected to have to turn New York City upside down just to find a program or two, was he ever wrong! He was buried beneath a flood of ST programs. And they aren't special demonstration models, but the actual off-the-shelf item. Let's take a look.**

GAMES

The ST screams out for games, and companies are delivering. **Megadroids** is being distributed free with the ST at the time of writing. The game is based on **Asteroids**, complete with menacing saucers, sound effects, and randomly moving boulders. Controlled by the keyboard, **Megaroids** is an excellent adaptation of a classic game.

Like card games? **Electro Solitaire** and **21** both show off the graphic talents of the ST, with colourful representations of all the suits.

Solitaire becomes remarkably easy to play when moving cards require you to point and click. The computer won't allow illegal moves but you can modify the discard pile, or if stumped, redeal the entire deck.



```
Oh dear! A wolf in grandma's clothing
is in the bed! Get out of there, fast!
> _
```

Both games load into memory together, and you can switch from one to the other instantly. No sound effects, but that's a blessing for all those late night addicts who get mesmerized by the need to beat the odds.

Backgammon is another popular game well suited to the ST's graphics. The Hippo version displays three-dimensional animated pieces, and the felt looks so real that you want to stroke it. Besides human opponents, you can play against either of two robots, or watch them play each other. Each robot has its own "personality" which can be rearranged to suit your preference.

There can be no slouching on the HEX arena. You may be a Unicorn, sleek and sassy, but those monsters staring at you ain't impressed. *HEX* demands strategy and patience. Animate the Unicorn across the hexes, changing their colour to a bright grass green. Those monsters are out to thwart this.

Spells can be won, and used against your opponent. Stored within easy reach, they can be unleashed at strategic moments. Make a hex into a fake colour, or freeze your opponent in his, er, its tracks. If you've enough energy, create a clone or a phantom partner to give you a hand.

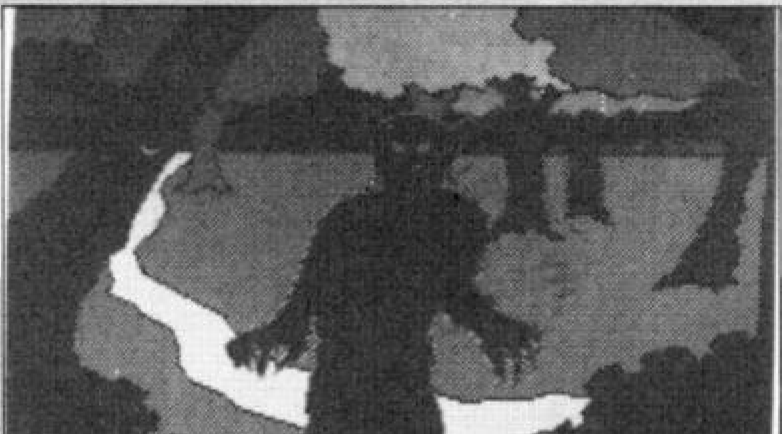
The 120 rounds will surely tax your patience, but in the process you will discover the weakness of the 12 unique beings opposing you. My favourite is the invisible man whose presence is only discerned by his hat and cigar smoke! May the best intellect win.

Kings Quest was originally conceived for the IBM PC, and **Kings Quest 2** continues the innovative combination of graphics, text and animation.

You direct King Graham in his search for a bride, wandering through the mystical land of Kolyma. Cnaracters move randomly throughout the landscapes, accompanied by appropriate sound effects.

There are many easy to solve the various puzzles in the game. Graham moves in front of as well as behind objects on the screen. Text can be typed in even while the animation is taking place.

For those who prefer action and lots of it, with thinking placed on the back-burner, try **Ultima 2**. This fast-paced adventure fantasy game has been enhanced marvelously for the ST. No memorizing keyboard commands, just point the mouse and click.



You begin as a blundering fool in a world of monsters and magic, of Time Portals that span the ages of a war-torn Earth. Only time and experience will make you powerful enough to do more than just survive.

There are towns which offer exotic weapons for sale, and unique forms of transportation. Horses are commonplace enough, but bi-planes and spaceships?

Seize opportunties, fight, cheat, steal if you must — do whatever it takes to acquire the strength of body and mind in order to destroy the evil enchantress who has decimated the world. But don't expect it to be easy. There are a lot of creatures out there who don't like you.

INTERACTIVE FICTION

Infocom's entire line of text adventures are now out for the ST. A new feature added is that you can change the background and text colours for a custom format.

Penguin's **Transilvania** and **Crimson Crown** are newly enhanced for the ST. Both combine text and graphics, and challenge you to solve riddles and puzzles.

In *Transilvania*, you must strive to destroy the dreaded Count of Evil. *Crimson Crown* continues the adventure, but here you are aided by two characters who accompany you. Each of them possess powers and skills which you can call upon in your quest to recover the magical headgear.

Text is displayed at the bottom of the screen, which is also where you respond by typing at the keyboard. The mouse is used to direct movement by pointing to a compass. This also enacts loading and saving functions. Colours are vivid, and excellent use is made of perspective and shading to give a lifelike three-dimensional effect.

Both programs use a technique that overlays individual images on the background. This creates a rapid, and eerie, animation effect. Kind of makes you afraid to hit that (RETURN) key.

Perry Mason needs a bit of help, and this time you're in the hot seat. Telarium are converting their entire series of interactive role-playing games for the ST. **The Case of the Mandarin Murder** places you in the role of the ace American lawyer.

There's all the action you could want, and the quick loading graphics contain vital clues and information. Travel to the scene of the crime, and out into the city as you check into a tangled web of murder. You are aided in your investigations by your secretary Della, and the wily detective Paul Drake.

Eventually you will have to defend your client in court, calling upon all your skills at manipulating the jury.

GRAPHICS PACKAGES

NEOCHROME is a powerful painting program. Icons are used to create colourful graphics. The mouse changes into a paint brush, pencil, or eraser.

Fill patterns can be selected as can spray nozzles and brush sizes. Since the program is used in low-resolution; 16 colours can be on screen at one.

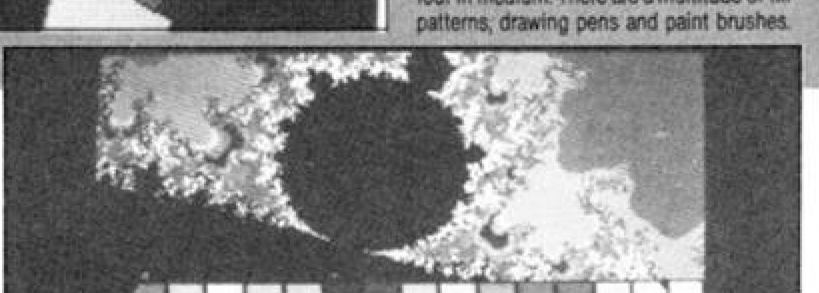
Text can be superimposed over the picture in various sizes. A window at the bottom displays an enlarge view of the drawing area.

A unique feature of *Neochrome* allows selected colours to blink on and off, creating an effect that's almost like animation. Those who prefer to work with an uncluttered screen can toggle off the icon boxes for the full drawing image.

Neochrome loads and saves its pictures very easily using standard GEM dialog boxes. Saved pictures store their own colour palatte for larger display as well. But perhaps the most astounding feature is that it is being distributed free of charge by Atari.

DEGAS may have more features than you'll know what to do with. It stands for Design and Entertainment Graphic Arts System, and is fast on its way to becoming a classic for the ST. The mouse is used to switch between two screens, one containing all the commands with the other for the artwork.

Degas works in all three graphic resolutions, giving 16 colours in low-res and four in medium. There are a multitude of fill patterns, drawing pens and paint brushes.



AMS

You can also create and save your own.

Circles, boxes and lines can be chosen, and graphic printers are supported of course.

Special functions include a zoom-in feature that lets you work pixel by pixel while the entire screen is represented in miniature in the corner.

Another innovative feature is that the airbrush nozzle realistically simulates the real thing. The slower you move it, the more paint is splattered on the screen.

A shadow mode will create a mirror image behind the original, making three-dimensional shading a snap.

Text can be added in a variety of ways. One, X-ray, lets you see through to the background. Character fonts are included, and you can design your own. Many of the functions interact with each other.

At first glance, C.L.R. Object Editor seems to be pretty basic for a painting program. All work is done pixel by pixel.

The picture can be moved around and inverted, with all commands mouse activated. Additionally, there is a mural mode, enabling multiple images to be flipped, mirrored and altered.

Besides creating images, you can select the colours (low-res 16) and save them for later use. Four of these colour pallettes can be stored at any time in RAM, and accessed instantly.

The program's real strength is in its ability to turn pictures into software sprites (bit-mapped graphics). A box is outlined around the artwork, and then automatically generated into source code of that image which can be used in programs.

A number of examples are included, as well as a conversion routine which makes *Neochrome* pictures compatible with the Editor.

Maps and Legends is a cartographer's delight. A wide variety of world maps can be created, in colour or black and white, using the mouse and the pull down menus. View maps in perspective, cylindrical, orthographic, the list goes on and on.

Dialogue boxes do all the prompting, and examples included aid in understanding the types of maps that can be generated. A full manual is included which gives all the information and references anyone could want. *Maps and Legends* is also compatible with the *Degas* drawing program already mentioned.

UTILITIES

The **Hippo Ramdisk** will designate and block off RAM to function as an internal superfast disk drive. The amount of RAM can be varied from 1k on, and the Ramdisk appears automatically when the ST is powered up.

Probably one of the most useful utility programs will be that which gives you some control over your files. Considering that the trashcan function of the ST acts like an incinerator, it would help to be able to recover that just-deleted file, especially when you've just realized that you forgot to make a backup. So bring out the HIPPO DISK UTILITY package.

Files can be edited in a number of fashions, in RAM, or on any of the tracks, even individual sectors. A special buffer can be used to retain information as well. The entire disk can be modified, files can be moved, copied and renamed. A memory map is included for reference, and even TOS (operating system) parameters can be altered as desired.

For those who think that the ST's icons should look differently, there's the SHape and ICon EDitor. **SHICED** installs in the Desktop and uses the mouse.

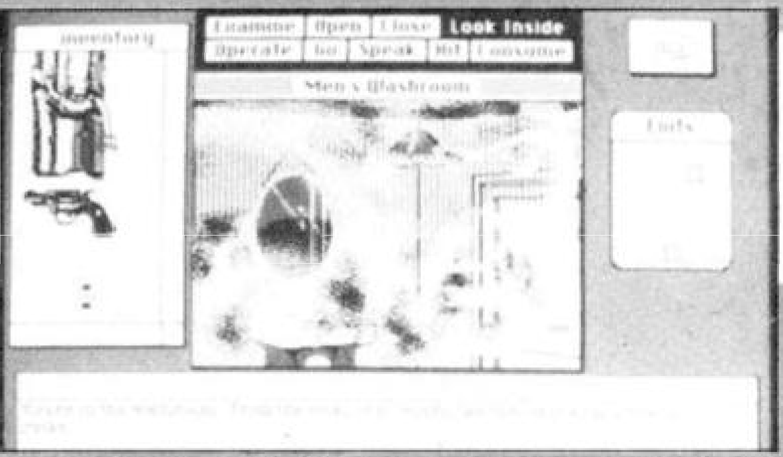
Onscreen renderings can be turned into source code to be used in your own programs and applications. Relax, the program takes care of the compiling work. An excellent feature is Mask Edit, which enables you to create a background "shadow." Sandwiched together with a shape, it makes the icon stand out better and not bleed into the background.

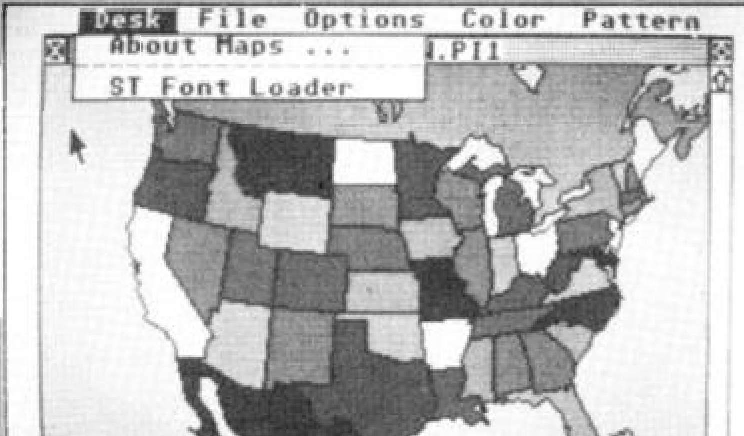
Shapes can be inverted, copied, and redrawn. They can also be previewed in a special window.

WORD PROCESSING

Word processing hasn't been neglected either. **ST Writer** works similarly to the classic Atari program, and uses keyboard commands to turn on such functions as Search, Replace, Move and Find. All 80 characters are present on the monitor, and are quite legible. *ST Writer* has a special mode designed to transefer text from the eight-bit machines (800/XL/XE), so you don't have to retype all those documents from the last few years.

The Express Letter Processor combines a number of functions for the casual writer in an easy to use package. Text can be created and rearranged. Help menus are instantly available, and the keyboard commands are simple and straightforward.





HabaWriter fully utilizes the power of the GEM interface. Functions are activated using the pull down menus and the mouse. Multiple documents can be worked on, as up to six windows can be onscreen at one time.

Commands enable you to format individual paragraphs or an entire document automatically. You can cut and paste between documents, and realign paragraphs as desired.

Text can be saved for later use in a special buffer called the Clipboard. Typestyles can be changed using the mouse, and function keys duplicate a number of the most used commands. Print options allow for custom designed copy to be produced.

HabaWriter has companion programs such as *HabaMerge* and *HabaBusiness Letters*. The first provides a simple way to create mailing lists, while the second comes with numerous "shells" of common business letters to be adapted and used.

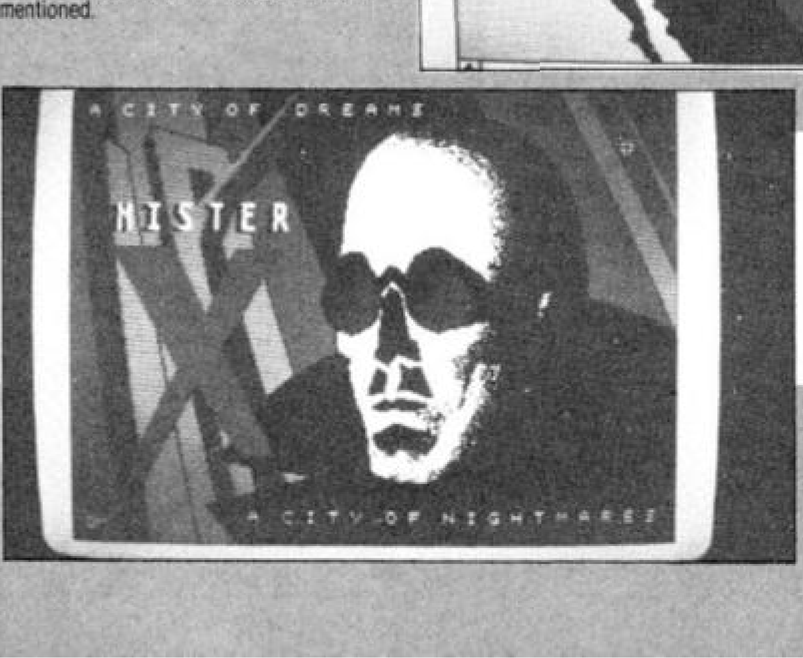
HippoSpell is compatible with most of the writing programs previously mentioned. It uses drop down menus and displays spelling hints as it checks your text files for inaccuracies.

MODEM LINKS

Telecommunication is easy with the ST. **ST-TERM** is a terminal emulator that works from the keyboard. It supports macro functions, where sequences of useful commands can be "memorized" by the computer and activated by pressing a function key.

Transferring information is supported by XMODEM and KERMIT. *ST-Term* can also emulate the special characters of the Atari eight-bit computers (ATASCII). This enables it to be used on any of the numerous Atari bulletin boards throughout the USD.

PC/Intercomm is an exciting, although expensive, top of the line telecommunication package.



THE FUTURE

Companies are developing more than just software though. CD ROM Players, music keyboards and video digitizers are also on the horizon. All of this combines to make the future of the Atari ST bright indeed.

Author's bio: When he's not operating his commercial photography studio, Marshal M. Rosenthal is a journalist for a number of publications dealing with computers, video and high technology.

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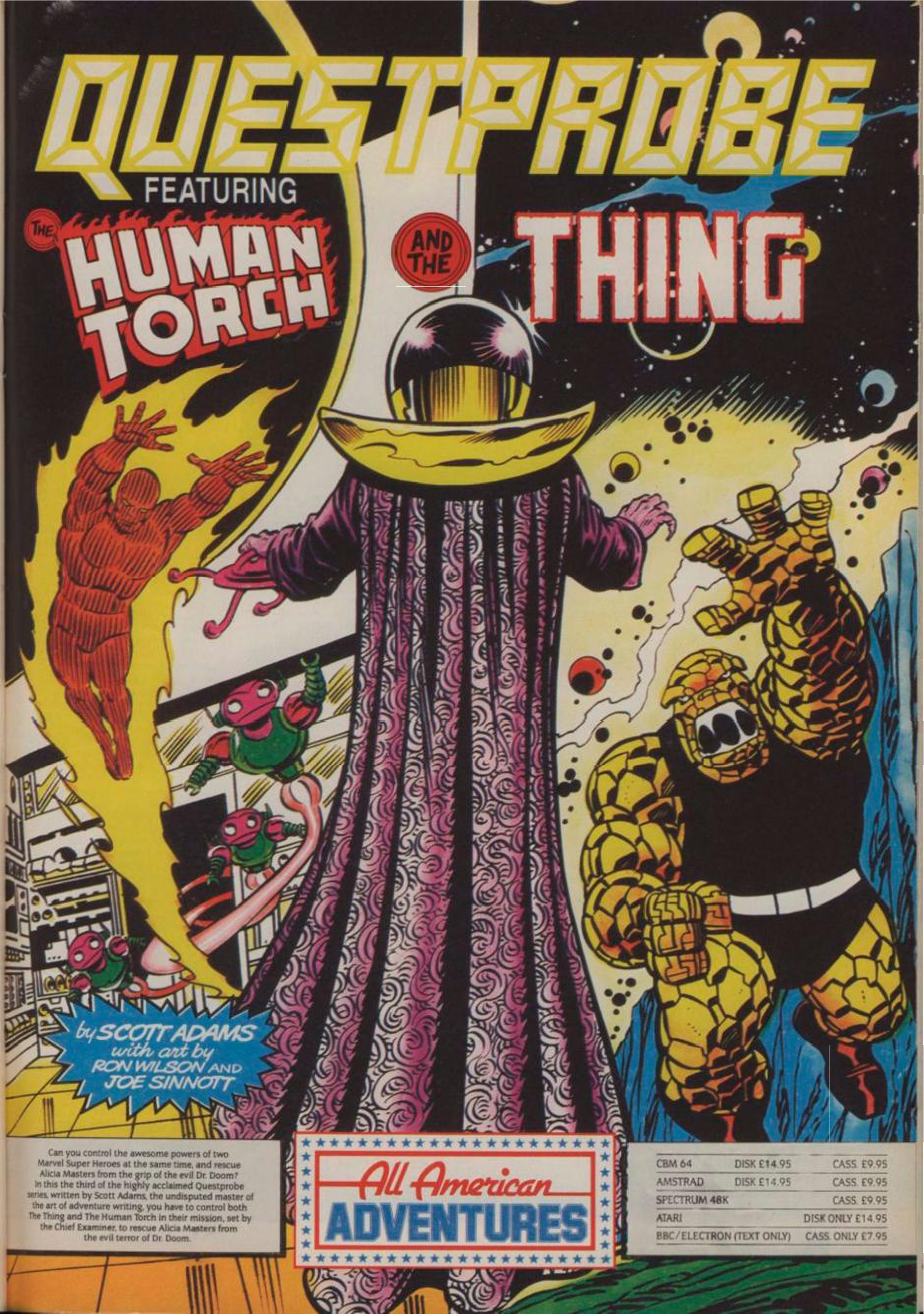
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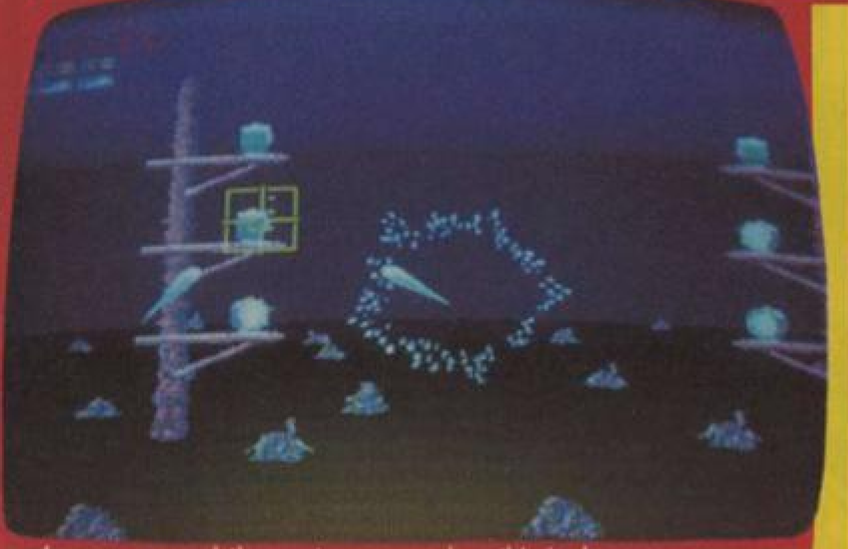
★ARCAD

Clare Edgeley, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month she reports on the first "intelligent" Arcade game — Turbo Sub. And a new shoot-out game from Japan.



TURBO SUB

One of the most bizarre trips you're ever likely to make is Entertainment Sciences' *Turbo Sub* — a game which will take you to the depths of the ocean where you'll have to overcome such horrors as mechanical sharks, rock throwing crabs, airmen!? and mutant manta rays.

There are seven screens in all, taking you from the surface to the sea bed, through force fields and tunnels, over volcanoes and into caves. The aim is to reach that seventh screen, and believe me, it's an almost impossible task. In fact, the manufacturers believe that it will take over six months to crack the game and that is because of a unique difficulty feature which adjusts the difficulty level to your playing level.

That means if you successfully blast everything thrown in your path, you will be rewarded with extra features to each screen, making it that much harder. However, if you are as bad as I was — appalling — those extra features will not appear. For instance, on the first screen good players may get towers and have to shoot objects from the top of them, bad players will go straight to the second screen and receive hints on what to do. The number of hints also tells you how well — or badly — you are doing. You get no hints on game play if you are doing well — you'll just have to figure out for yourself what to do next.

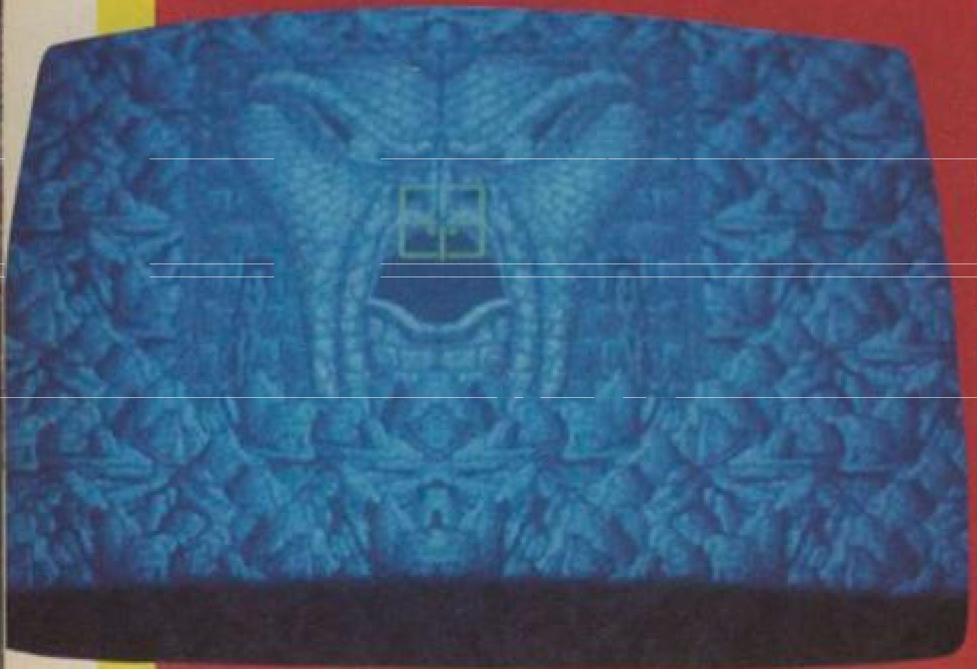
This innovative feature means that each time you play the game will be different depending on how you're doing. And you'll never be sure when you have seen every feature in the game — there might be a new piece of a scene round the next corner if you could kill an extra shark or octopus. The sad thing is you'll never know when you're perfect.

Now, a bit about the game itself. Your view is through the cockpit of the sub and you fire by pinpointing objects with the cross-hairs of your missile launcher. There are two controls on the joystick, one is the fire button the other gives the sub extra thrust. On the first screen, large numbers of Nessie-type monsters undulate towards you, kill these off before they hit the cockpit. At the same time, skimmers speed over the wave tops and all 36 of these must be wiped out if you are to prove to the machine that you are good enough to see the towers.

The second screen involves destroying a forcefield. Only when this is down can you continue on your journey. The aim is to hit six generators — they look like old-fashioned alarm clocks — until they pivot to one side and become inactive. It takes a number of shots for that to happen. However, little airmen run out of hiding and reactivate them as soon as your attention is turned to another. Bonus points are awarded for shooting these frustrating little pixies. To make matters worse, crabs throw boulders at you and it is vital that these can be stopped before they hit the cockpit. The graphics are excellent and the rocks grow in size as they hurtle towards you creating a satisfying 3D effect. It's easy to hit these with your lasers but should you miss, the cockpit will shatter — a large jagged line appears on the screen, and you can hear water burbling into the sub. It makes you jump the first time it happens.

Further screens involve battles with fireballs, clams, octopi and other maritime beasties as well as dodging through tunnels and caves decked with deadly stalagtites and stalagmites. There are over 400 images in the game and untold of levels if you start off a bad player. The animation is fast, smooth and well portrayed.

Although a basic shoot'em-up, *Turbo Sub* should be a winner on two points. It is a great game in its own right and the ever changing difficulty level should ensure that it gets months of play. You might get bored, but I doubt it.



GUNSMOKE

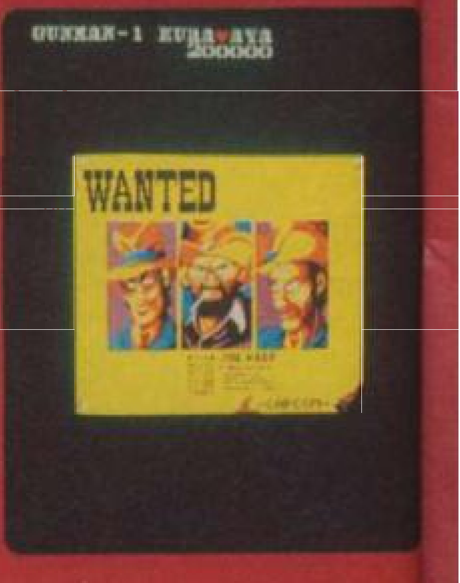
One of the most popular games in Japan at present is a good ol' wild west shoot'em-up. And I must say, it beats the pants off the aim-and-fire games of late.

Hogan's Alley and *Shoot Out* are good but pall very quickly. There is faster action and many more features in Capcom's *Gun Smoke*, which should make it a sure winner.

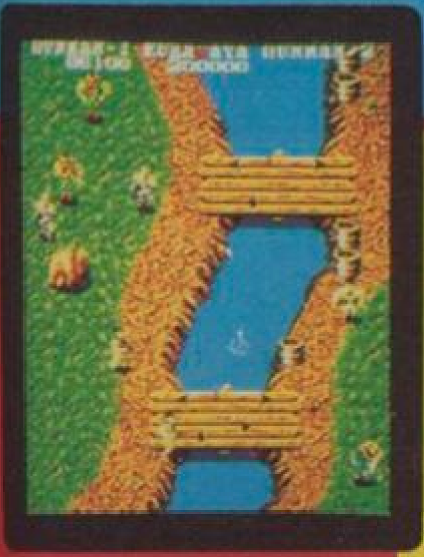
In fact, it's probably the nearest you'll get to feeling like Clint Eastwood as you saunter into the deserted main street of an old western outpost. Nothing is stirring, the streets are empty and that is a warning in itself. You know that the women and children are hiding, the innocent are probably taking refuge in the saloon bar and Master Winchester, a thug with $10,000 on his head, is out there waiting for you to walk into his bullet.

This is it. With a gulp I start to walk forward, hands itching, ready to wrench the guns from their holsters. Blam! A bullet whistles past my right ear. I catch sight of a movement to the right, high up on a rooftop and let rip. With guns blazing, the body of one of Winchester's heavies falls to the ground. Another movement and now the bullets are flying thick and fast.

Pulling back on the joysticks I slow down to dodge the rain of fire, and then hit the joystick to move forwards at a run. The battle is fast and furious — myself against an unknown number of hidden thugs. I'm still alive — just — but only halfway up the street. The baddies leap into view from behind doors and windows, some are firing from



DE ACTION



the second stories, others are hiding behind the debris on the sidewalks.

Then with horror I realise I'm slowing with fatigue, my ammunition is running out and my bullets don't seem to be travelling as far. What's happening?

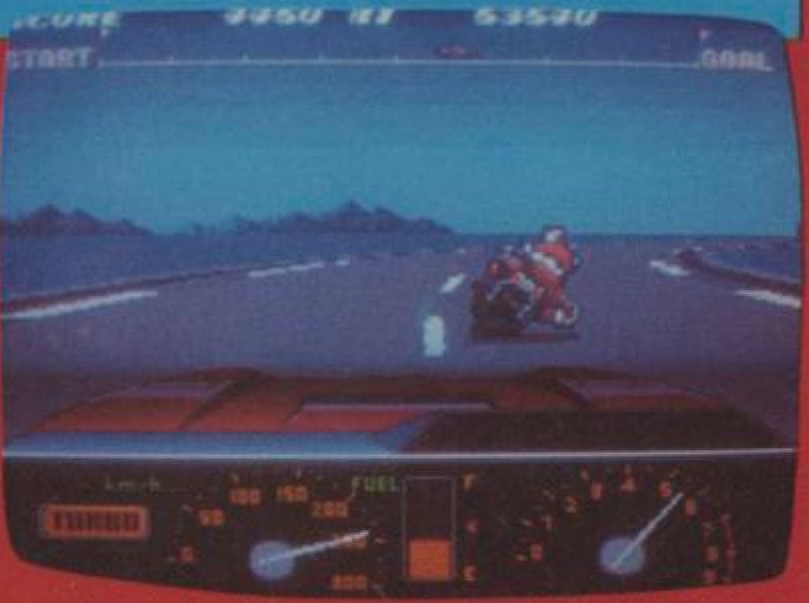
By mistake I shoot a barrel. Revealed under it is a pair of boots and spurs. With no thought of personal danger I dive towards them and put them on.

Moving like the wind I trip over a fallen rifle and bullets. Regaining my balance, I pick them up and find the next time I pull the trigger, my bullets have replenished themselves and travel that extra vital distance. SPLAT! Another body topples to the ground.

Gun Smoke is very fast, and as I've said before, packed with action. There's nowhere to hide for a breather, you've just got to plough straight in there and hope your aim is true. As you progress into the game each scene gets more difficult so that you really have to rely on your powers of dodging and aiming. At one point, you'll have to walk round the side of a lake on a narrow pathway. At other times you'll find yourself in wide open areas with nowhere to take cover and thugs shooting from every angle. And, of course, Master Winchester is only the first of a number of baddies to kill — each tougher than his predecessor.

Your two guns can shoot in a combination of directions depending on which of the three fire buttons you're hitting and how many of them together. *Gun Smoke* is excellent, fast and pacy. I'd recommend it to all bounty-hunters.

ZX-2000



Racing round a track at suicidal speeds must be a familiar action to most arcade lovers. But have you ever driven in a rally? Grand Prixs are old hat — *Pole Position* and *TX-I* are two excellent simulations and there are dozens of others, but Electrocoin's *ZX-2000*, a race in a Ford rally car, takes some beating.

The game is basically the same as other racing simulations with high and low gears, accelerator and brake pedals, but it has one feature the others lack — a dashboard with fuel gauge, speedometer and rev counter in working condition. It's surprising how much these three extra features add to the game.

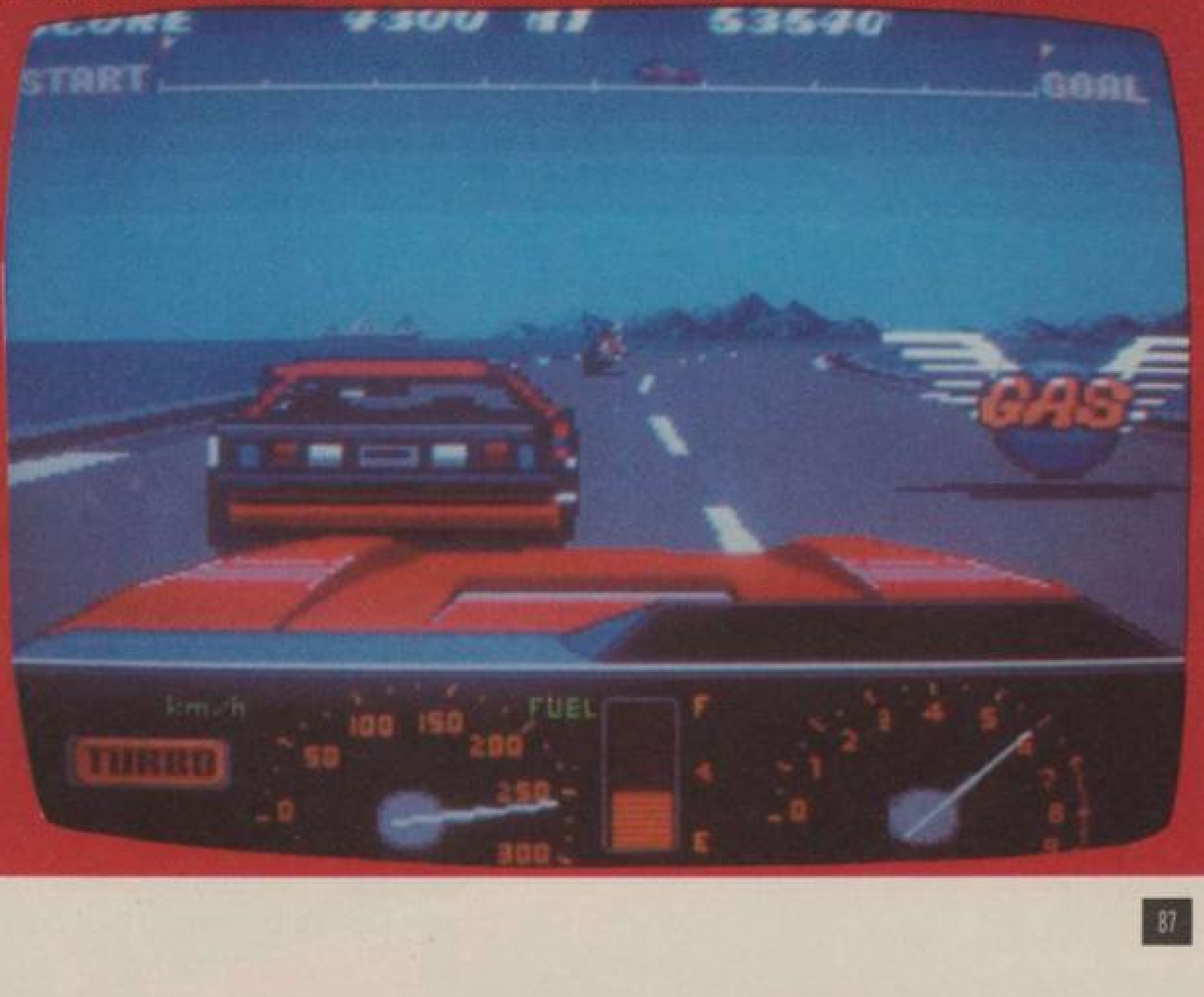
To test out my skills as a rally driver I climbed into the cockpit, got myself comfortable and waited for the green light. With gear in low I pushed hard on the accelerator and moved into high gear. Instead of streaking past the other cars, I lost speed and, with dismay, noticed the speedometer needle wavering close on 25mph. There wasn't much point in going on — I'd lost the race before I'd even started.

Shovelling some more money into the machine I tried again. This time instead of listening to the engine and making a rough guess, I watched my dials. When the needle reached 70 I changed gear and picked up enough speed to move into high gear. The race was mine so long as I didn't mow down any motorbikes or run off the track. Whenever, you brake or slow down, keep an eye on the speedometer and rev counter, you'll learn through experimentation at what point to change gear.

Racing round the country side is much the same as a Formula I track — wide roads, lots of traffic all travelling in the same direction with a total disregard for the Highway Code. It doesn't matter what side you drive on so long as you don't hit anyone or run out of fuel, or blow up . . .

Watch your fuel gauge and remember to refuel during the race. There are no garages, but tanks of gas come flying towards you as you speed round — drive over them and you'll earn bonus points, and a full tank. They can be quite tricky to runover, but if you miss one don't worry, they fly past regularly. You would have to be an awful driver to lose through lack of gas.

A must for racing fans.



Roller Coaster

Roll up! Roll up! Here's your chance to enjoy all the fun of the fair thanks to **Elite** and **C+VG**. To celebrate the release of the C64 and Amstrad versions of the exciting **Rollercoaster** game Elite want to take three lucky C+VG readers on an all expenses paid trip to **Blackpool Pleasure Park** for a completely FREE fun packed day out! Fifty runners-up will get copies of Elite's **Roller Coaster** — available for the Spectrum, C64 and Amstrad.

All you have to do to win this amazing mega-prize is solve the word-square. It's packed with the titles of Elite's top selling titles — and some which have yet to be seen. There're seven in all — can you spot them all?

Once you've worked out the word-square and ringed all the titles we'd like you to tell us just why they think you deserve a free day out in Blackpool — in no more than 20 words please.

Then cut out the coupon together with the word-square and send it to Computer and Video Games, Roller Coaster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is April 16th and, as usual, the Editor's decision is final.

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M	L	S	E	X	Y	L	E	S	T	O	E	F	U	K	N
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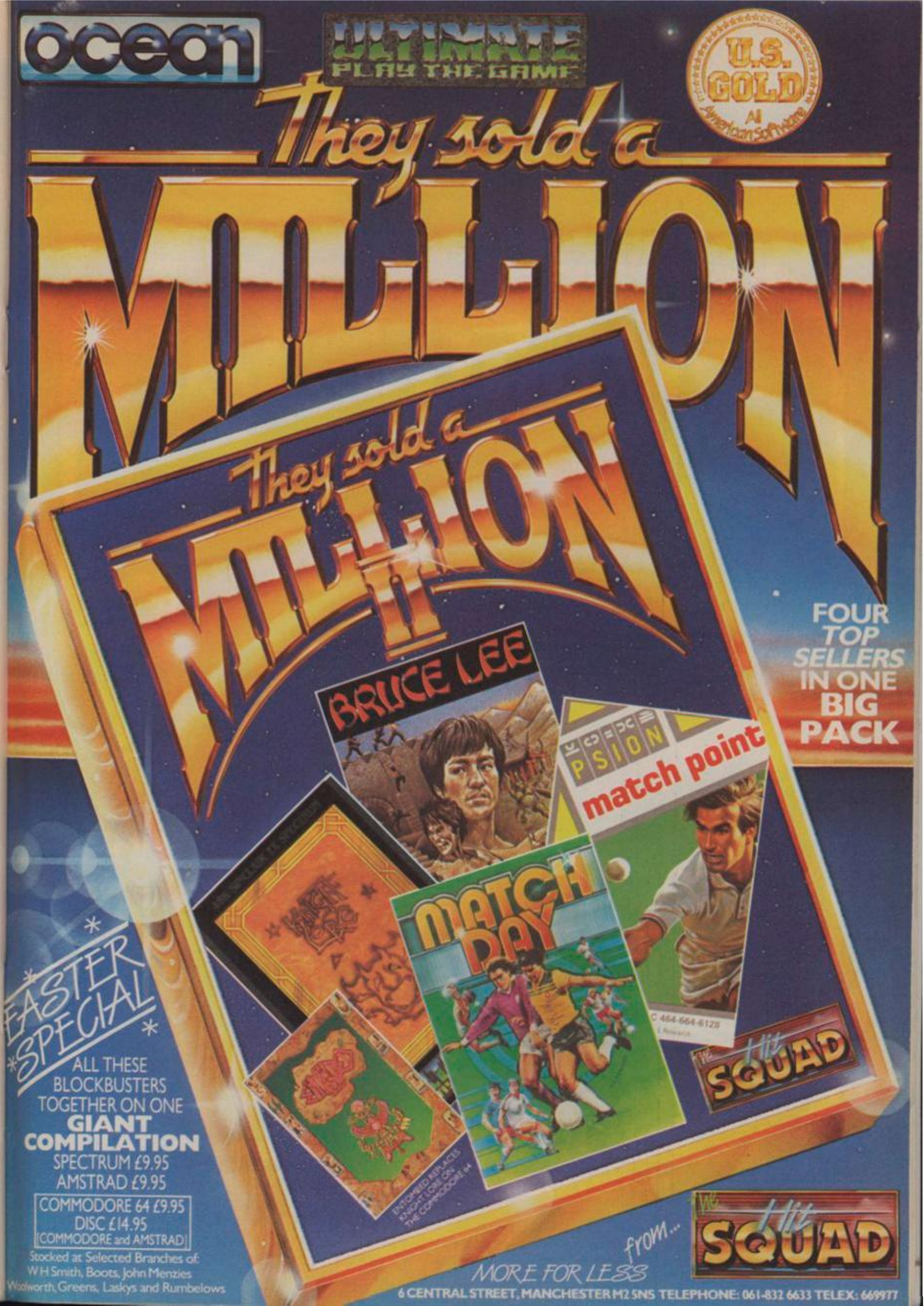
Age

Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐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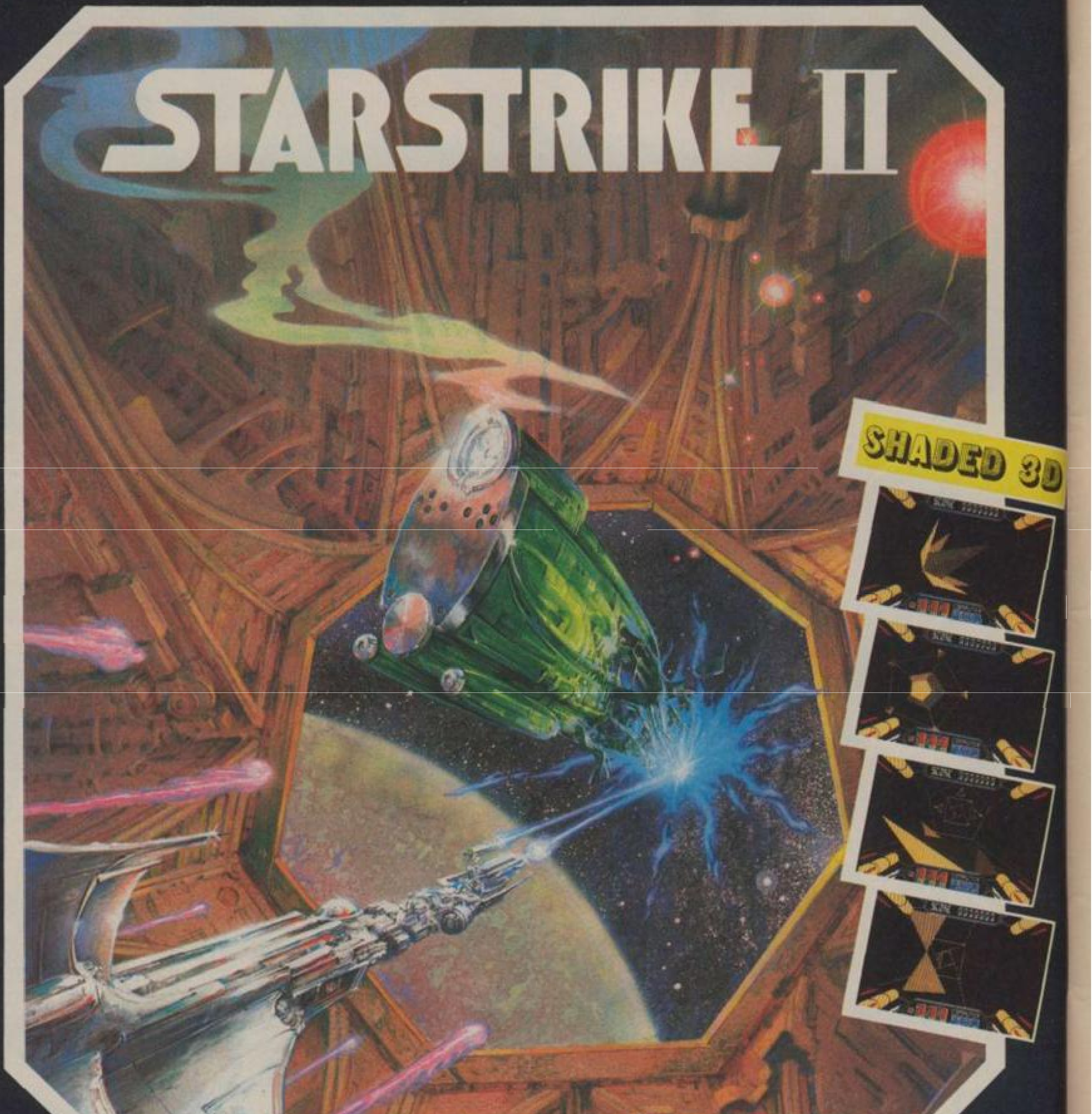

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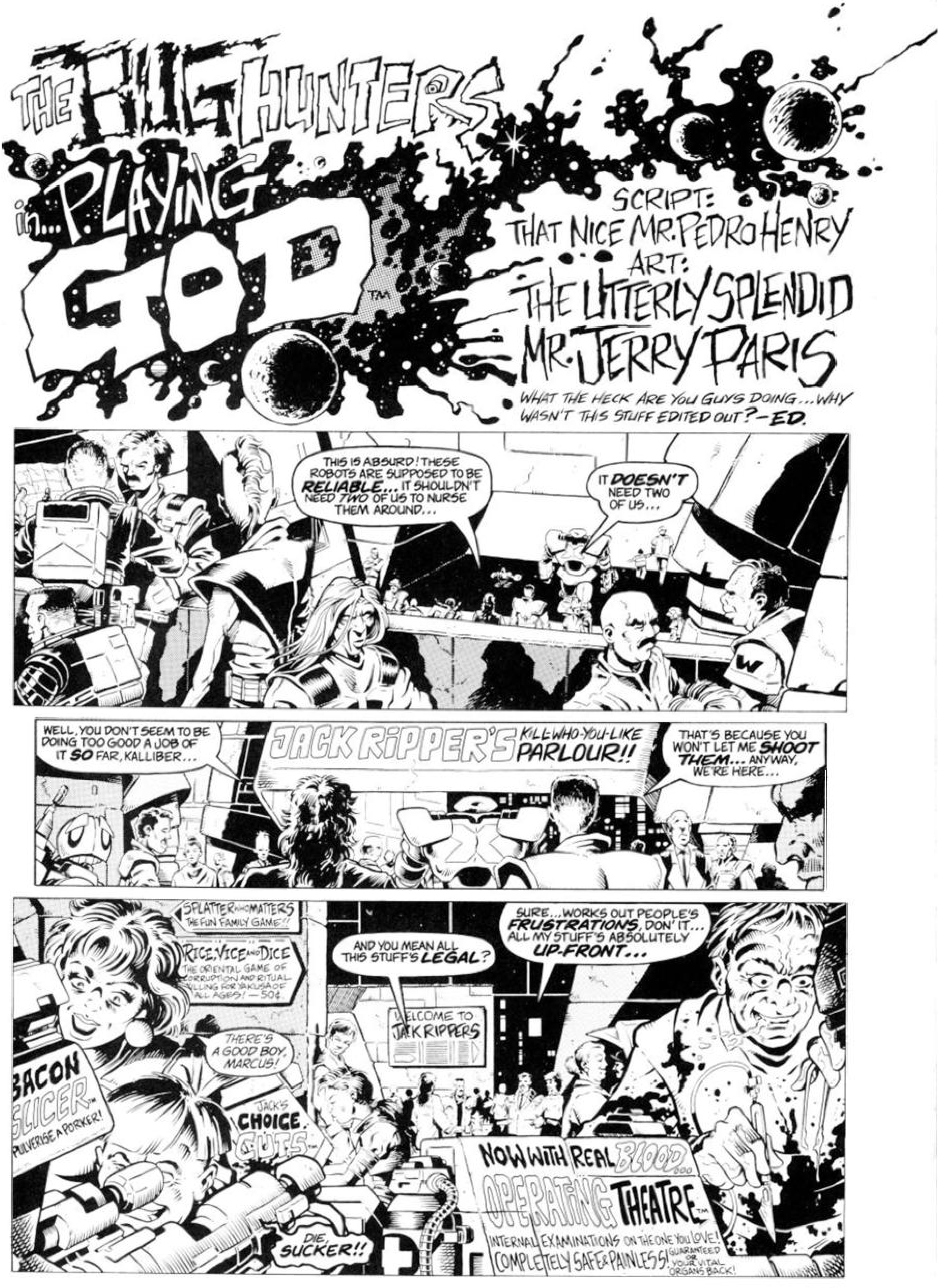
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ART: THE UTTERLY SPLENDID MR. JERRY PARIS
WHAT THE HECK ARE YOU GUYS DOING... WHY WASN'T THIS STUFF EDITED OUT? —ED.
THIS IS ABSURD! THESE ROBOTS ARE SUPPOSED TO BE RELIABLE... IT SHOULDN'T NEED TWO OF US TO NURSE THEM AROUND...
IT DOESN'T NEED TWO OF US...
W
WELL, YOU DON'T SEEM TO BE DOING TOO GOOD A JOB OF IT SO FAR, KALLIBER...
JACK RIPPER'S KILL-WHO-YOU-LIKE PARLOUR!!
THAT'S BECAUSE YOU WON'T LET ME SHOOT THEM... ANYWAY, WE'RE HERE...
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AND YOU MEAN ALL THIS STUFF'S LEGAL?
SURE... WORKS OUT PEOPLE'S FRUSTRATIONS, DON' IT... ALL MY STUFF'S ABSOLUTELY UP-FRONT...
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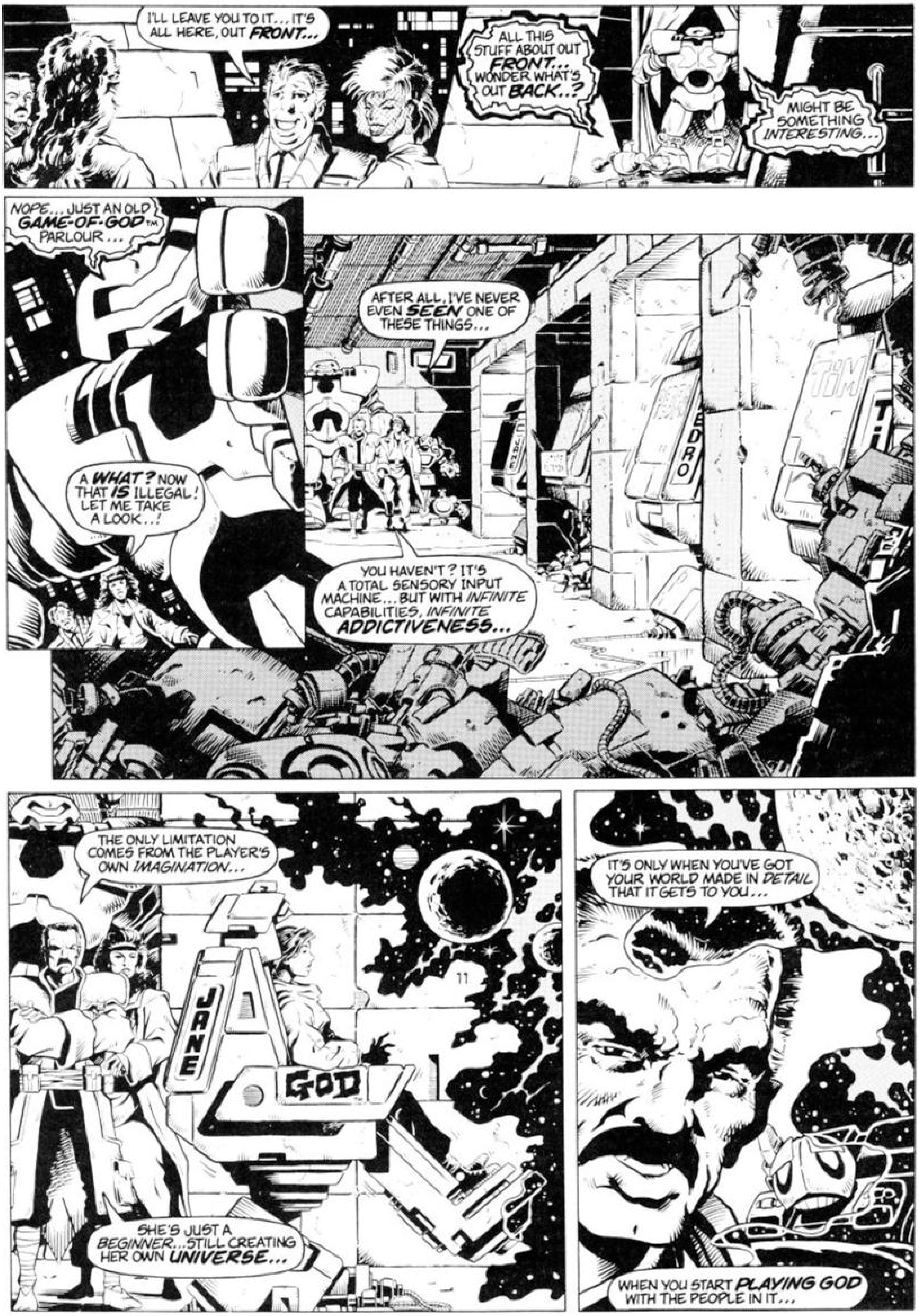
DIE, SUCKER!!


I'LL LEAVE YOU TO IT... IT'S ALL HERE, OUT *FRONT...*
ALL THIS STUFF ABOUT OUT *FRONT...* WONDER WHAT'S OUT *BACK...?*
MIGHT BE SOMETHING *INTERESTING...*
NOPE... JUST AN OLD **GAME-OF-GOD**™ PARLOUR...
AFTER ALL, I'VE NEVER EVEN **SEEN** ONE OF THESE THINGS...
A **WHAT?** NOW THAT **IS** ILLEGAL! LET ME TAKE A LOOK..!
YOU HAVEN'T? IT'S A TOTAL SENSORY INPUT MACHINE... BUT WITH *INFINITE* CAPABILITIES, *INFINITE* **ADDICTIVENESS...**
THE ONLY LIMITATION COMES FROM THE PLAYER'S OWN *IMAGINATION...*
JANE
GOD
SHE'S JUST A BEGINNER... STILL CREATING HER OWN **UNIVERSE...**
IT'S ONLY WHEN YOU'VE GOT YOUR WORLD MADE IN *DETAIL* THAT IT GETS TO YOU...
WHEN YOU START ***PLAYING GOD*** WITH THE PEOPLE IN IT...

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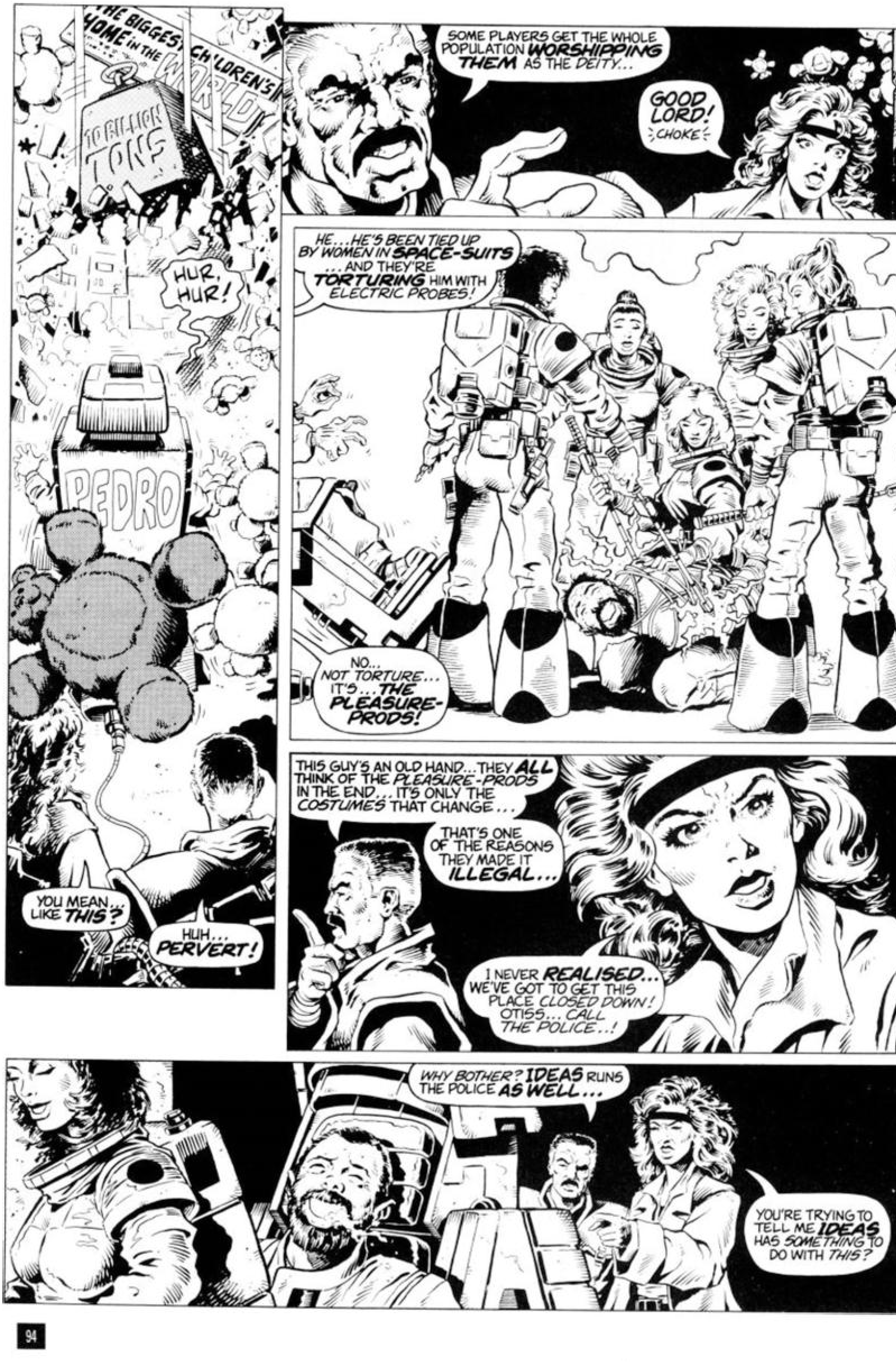
THE BIGGEST CHILDREN'S HOME IN THE WORLD
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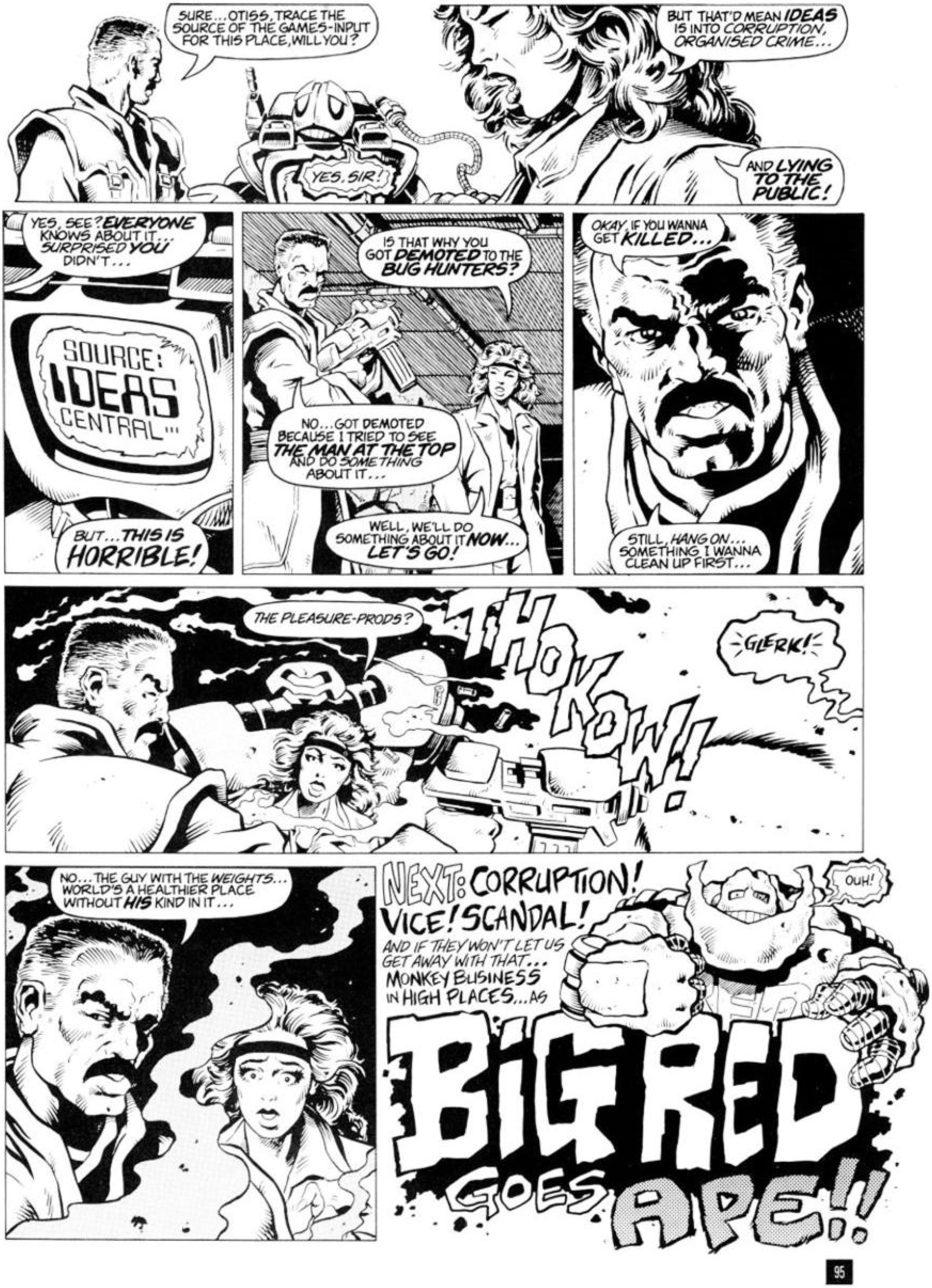
HUR, HUR!
PEDRO
YOU MEAN.. LIKE *THIS*?
HUH... *PERVERT!*
SOME PLAYERS GET THE WHOLE POPULATION ***WORSHIPPING THEM*** AS THE *DEITY*...
GOOD LORD! CHOKE
HE... HE'S BEEN TIED UP BY WOMEN IN ***SPACE-SUITS*** *... AND THEY'RE* ***TORTURING*** HIM WITH *ELECTRIC PROBES!*
NO... *NOT TORTURE... IT'S...* ***THE PLEASURE-PRODS!***
THIS GUY'S AN OLD HAND... THEY ***ALL*** THINK OF THE *PLEASURE-PRODS* IN THE END... IT'S ONLY THE *COSTUMES* THAT CHANGE...
THAT'S ONE OF THE REASONS THEY MADE IT ***ILLEGAL...***
I NEVER ***REALISED...*** WE'VE GOT TO GET THIS PLACE *CLOSED DOWN! OTISS... CALL THE POLICE...!*
WHY BOTHER? ***IDEAS*** RUNS THE POLICE ***AS WELL...***
YOU'RE TRYING TO TELL ME ***IDEAS*** HAS *SOMETHING* TO DO WITH *THIS?*


SURE...OTISS, TRACE THE SOURCE OF THE GAMES-INPUT FOR THIS PLACE, WILL YOU?
YES, SIR!
BUT THAT'D MEAN IDEAS IS INTO CORRUPTION, ORGANISED CRIME...
AND LYING TO THE PUBLIC!
YES, SEE? EVERYONE KNOWS ABOUT IT... SURPRISED YOU DIDN'T...
SOURCE: IDEAS CENTRAL
BUT... THIS IS HORRIBLE!
IS THAT WHY YOU GOT DEMOTED TO THE BUG HUNTERS?
NO... GOT DEMOTED BECAUSE I TRIED TO SEE THE MAN AT THE TOP AND DO SOMETHING ABOUT IT...
WELL, WE'LL DO SOMETHING ABOUT IT NOW... LET'S GO!
OKAY, IF YOU WANNA GET KILLED...
STILL, HANG ON... SOMETHING I WANNA CLEAN UP FIRST...
THE PLEASURE-PRODS?
THOKOW!!
GLERK!
NO... THE GUY WITH THE WEIGHTS... WORLD'S A HEALTHIER PLACE WITHOUT HIS KIND IN IT...
NEXT: CORRUPTION! VICE! SCANDAL!
AND IF THEY WON'T LET US GET AWAY WITH THAT... MONKEY BUSINESS IN HIGH PLACES... AS
OUH!
BIG RED GOES APE!!

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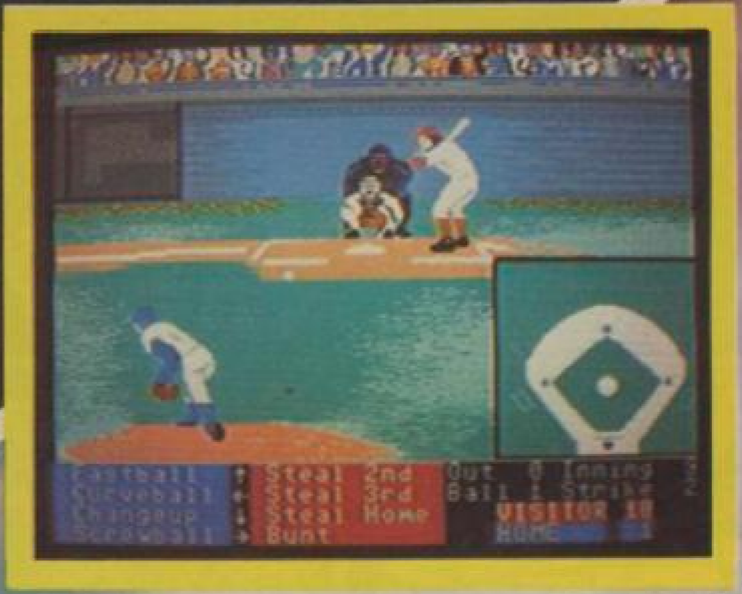
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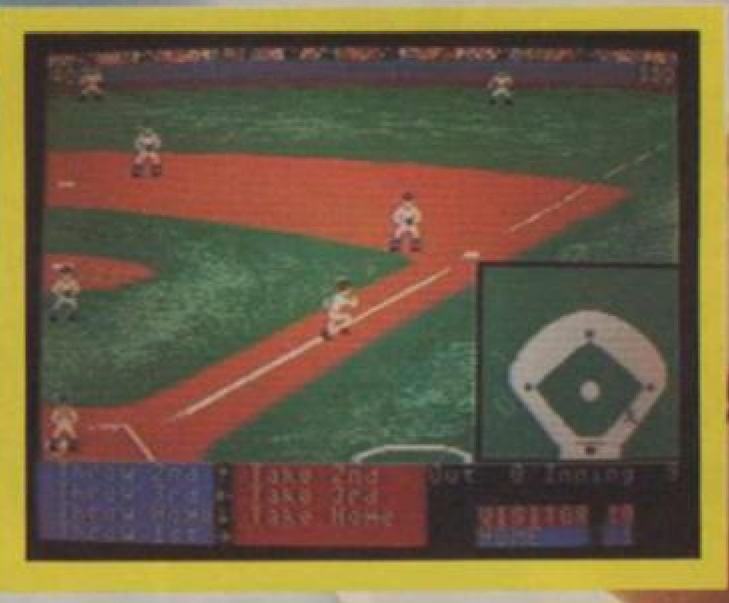
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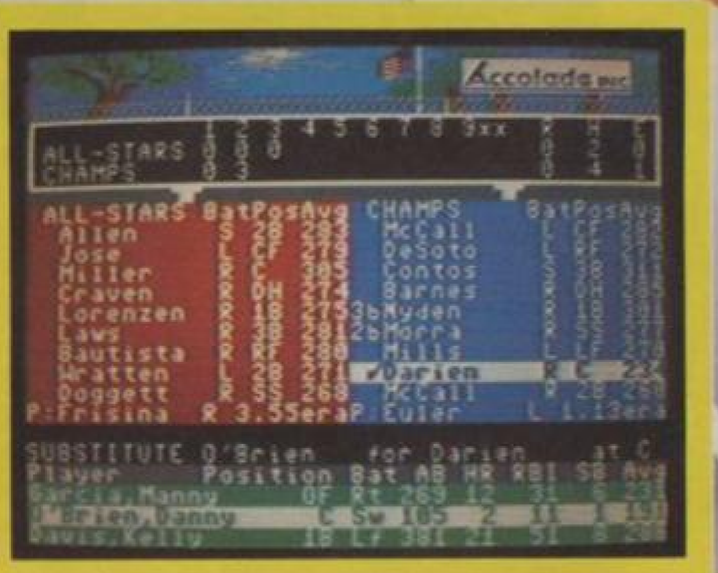
Take 3rd
Take Home
Out 0 Inning
VISITOR
HOME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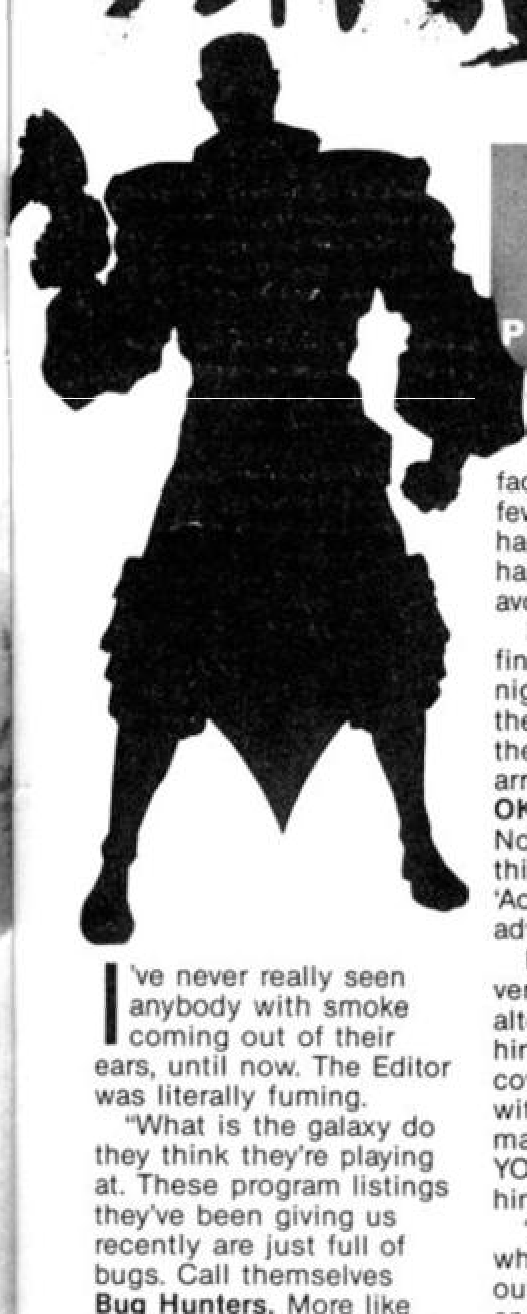
DEAR BUG HUNTERS

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



I've never really seen anybody with smoke coming out of their ears, until now. The Editor was literally fuming.

"What is the galaxy do they think they're playing at. These program listings they've been giving us recently are just full of bugs. Call themselves **Bug Hunters.** More like Bug Infested! Go and get the corrections, and I DON'T want any excuses this time."

I could tell the Editor was not too happy with things. A racking cough interrupted his mutterings.

"You know, you really ought to give up smoking," I commented as I left. There was a resounding crash behind me as yet another potted plant bit the dust against the doorframe near my right ear. Maybe I should buy him some new plants for his birthday.

I could quite understand why he was upset. I'd been trying to track down the shame-faced Bug Hunters for a few days now, but they hadn't been to their usual haunts. Presumably to avoid meeting me.

However, **B-Con** had finally contacted me last night to tell me that they'd sorted out most of the problems. We'd arranged to meet at the **OK Corall** at high noon. No, it's not what you think — just one of those 'Act Out Your Fantasy' adventure arcades.

Entering the Corral, I very nearly missed **B-Con** altogether. Well, imagine him dressed up in a cowboy outfit, complete with ten gallon hat and matching six-guns. Would YOU have recognised him?

"I can't stop," he whispered. "**Otiss** found out about our meeting, and **Big Red** and **X** are away keeping him busy. Here are the correction sheets. Sorry about the problems. We haven't been able to sort everything out as yet, because Otiss has hidden some of the original tapes, but we're working on it. Got to rush!"

With that he was away. But at least I've got the corrections. This should please the boss. Let's take a look at them.

NECROMANCER'S REALM

A lot of people have been having problems getting this program to work, but the listing IS correct.

One of the most common errors people have been getting is 'Syntax Error' at line 2000. Line 2000 contains character (string) data, and the error occurs when the program tries to read these data items into numeric variables. The reason for this is that you have a typing mistake somewhere in the data.

This could be a missing number or a missing line, or even a missing or mistyped comma. The result is that there are too few numeric data items. I'm afraid that the only sure way of correcting this is to check and recheck the program.

You can try to reduce the search time by checking sections at a time.

For instance, the first READ statement is in line 30. This reads 43 numeric items (from lines 40 to 60). Therefore, when the computer stops, type: PRINT PEEK (49194) The last location POKEd by the loop variable.

If this does not give the result 96 (the last data item in the section), then you have a mistake in those data lines.

The next READ is line 70 which expects 160 items from lines 1000 to 1090. Use PEEK (35840+159), which should give the answer 240. Line 120 reads 1024 items (16 sprite definitions) from lines 2000 to 2470. PEEK (33792+ 1021) should give 240. Line 160 reads 1846 numbers from the remaining data (up to line 5000). Typing PRINT PEEK (51040) should give 127.

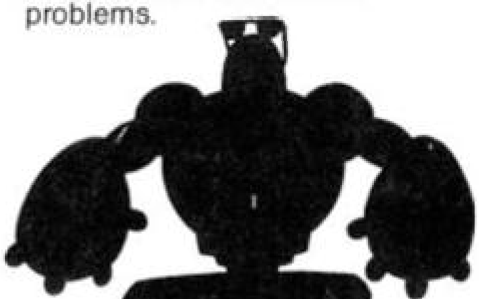
If you don't get this number then the error(s) lies between lines 3000 and 4070. Finally, PRINT PEEK (36864 + 235) should give the result 209 (from the data in line 5400). If it doesn't then the error occurs in the section from line 5000 to the end of the program.

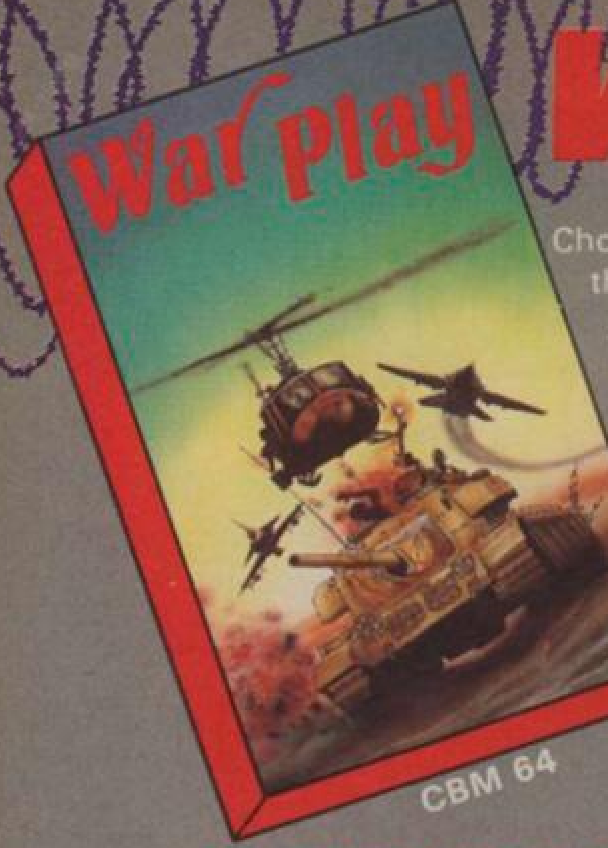
Oh, by the way, don't worry about line 65535, which can't be typed in directly. Just IGNORE it.

SPACE MISSION/ CAR RACE

These two Atari programs have both suffered from a similar problem. Both printouts were produced on non-Atari printers, and consequently, the normal Atari graphics haven't been printed. If you contact the Bug Hunters and leave your name and address, they will send you new copies of these programs.

In addition, there may be a problem with the Car Race program if you're using an Atari 800XL machine. The program was tested on the Atari 800. Though both machines are supposed to be compatible, they are not entirely so, and this program seems to cause problems.





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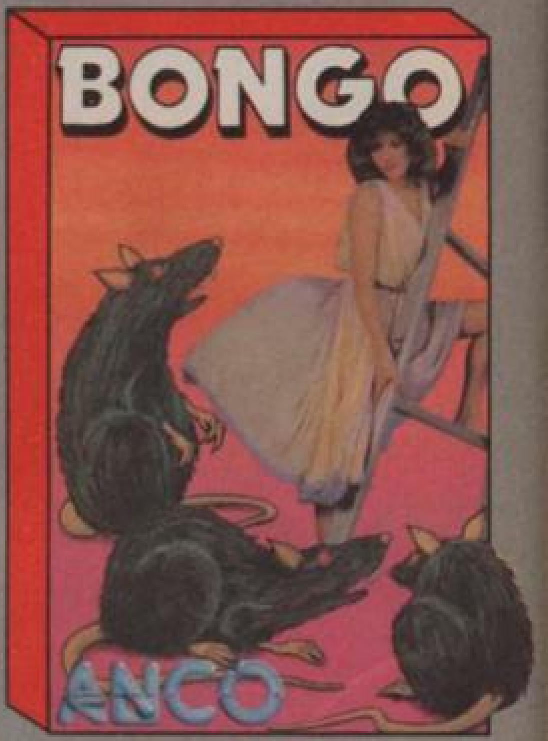

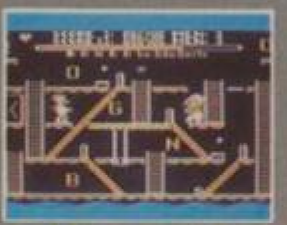

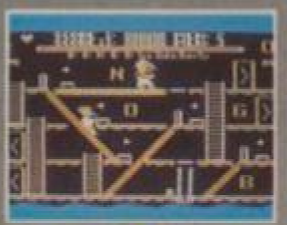

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NOISE OF ART

Welcome to the continuing story of music folk. MAINFRAME are the band searching for the perfect beat — and this issue they wind up their look at the computer sampling techniques.

We've looked at how sampling is done — now let's see what the pro musician can do with this exciting technique.

The most appealing feature of sampling is the fact that the sounds are available instantly and in a form ready for instant manipulation, unlike sounds recorded on magnetic tape. A sample of, say, a Tom Tom drum can be played across the entire range of a piano-style keyboard, perfectly in tune and so giving the musician a set of 61 Toms! [on a five Octave keyboard].

The possibilities for the creation of totally new sounds from existing acoustic drums and percussion instruments are exciting enough but when you can sample and play, for example, a breaking bottle, the horizons for new sounds are limitless indeed!

The "instant" aspect of a professional sampler is also apparent when it is necessary to "drop in" a sound when making a multi-track recording.

Normally, "drop-ins" are done live in the studio so that one or more musicians have to be ready precisely on the instant of time when they must play the new notes.

With a sampler the new notes or sounds can be pre-stored into the computer memory, trimmed and edited ready for the drop-in without the need for the musicians to be around!

Many pop bands and their producres have taken advantage of sampling to totally replace "live" playing in the studio. The best example of this is usually the drums and percussion area.

If a producer is not getting exactly the sound he wants from a drum kit — notoriously difficult to record — he may well decide to sample the entire drum kit and then combine the sounds obtained in the sampler / sequencer.

To do this he will carefully sample each drum and percussion instrument individually so that he ends up with a set of perfectly clear and "separated" drum sounds, but nevertheless still the original and personal sounds of the drummer and his particular kit.

Add to this the facility for digitally "tuning" each drum and it becomes obvious that the scope for the producer is enormously expanded.

Taking the new set of sampled and stored sounds, the producer can use them with a sequencer program in the same computer to create drumming which is virtually perfect in rhythm, time and pitch.

Of course it is not really desirable to have "perfect" drumming from a musician's standpoint since the finished result tends to sound a bit "mechanical" so the programs are designed to allow a degree of "human error" to be introduced into the playing of the sounds by the computer.

The exercise of subtle timing judgement is similarly possible [the musician calls this "phrasing"] and it is this capability which distinguishes a truly professional sampler / sequencer from the usual "drum machine" type of instrument which tend to sound somewhat mechanical and in most cases cannot change the sounds easily.

With the addition of large amounts of memory to the sampling computer longer sampling times become possible and it is now quite simple to record, say, a complete chorus lasting 30 seconds or more.

Most modern 16-bit processors can address up to 16 megabytes of memory so that the sampled recording capability could be over three minutes at the sampling frequency used by the compact disc.

Recording studios use a great deal of what is called "outboard" equipment: delay devices; reverberation units; echo machines, etc. Virtually all of these now use the techniques of digital sampling with the result that the quality of recorded music is vastly better than even a year or so ago.

● Next month we will take a fly-on-the-wall view of the steps in making a pop single record in **Mainframe's** own studio.

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C+VG

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

• I have just read your excellent February edition and as usual I was stunned by the games news, reviews and the competitions.

However I was not so stunned by your review of *Rambo/Commando*. You said, and I quote, *"Commando* definitely makes *Rambo* look like Mr Puniverse." So the quality of the graphics and sound may not be as good as *Commando's* but *Rambo* clearly has more variation. Enough moaning!

I am a Commodore 128 owner, and I am quite disappointed with the lack of software for this machine. I am an arcade/adventure/shoot 'em up addict and so far I see only business software.

I have been a follower of your magazine since May 1985 and I would never miss it. I would also like to ask fellow readers for some help. I am stuck on *Rambo*. I have rescued the first P.O.W., got into the chopper but I can't find the other POWs. Please help, someone.

Anthony Kemp,
Cleveland.

• Your magazine has to be the g-g-g-greatest for 95-hard-earned-pence. I thought though I would write refering to a few little nonsensical bits and pieces.

In your January issue, Soh Kan Yung quite rightly wrote in about *Saruman* not being the last enemy in *Lord of the Rings*, but, the last book can be called *Return of the Ring* because Frodo keeps the ring and then returns it. It is called *Return of the King* but it can't really be called to call it *Return of the Ring*.

C+VG Adventure Line is an excellent idea. I am a secondary adventurer, 385 points in Hewson Consultants *Quest Adventure*, but, can anyone help with *Hulk*?

Oh, by the way, my *International Karate* has a bug in it. On the bonus level with the boxes on the table, if you jump too high and not across you get stuck and have to reload. Is this an already known bug or have I just discovered one?

Oh well, I've extended this so called little letter a bit so I suppose I'd now better get on my knees and grovel for a T-shirt to replace the one that I've just got dirty by falling over. I mean such a nice, kind, generous and absolutely supafabudiffeous magazine with such really excellent info and useful tips could surely spare a humble groveller a size 38in chest.

Tony Bennett,
Essex.

• Well it looks like it is time for Big Red to go out and slap a few people.

Is it the great mag itself that can't spell or is it Miss Walker who cannot spell her own name? If it is our great magazine then it is probably the end of civilization as we know it and *C+VG* has got an Editorial Assistant who does not read the magazine.

If, however, it is Miss Walker who is at fault, then perhaps the world survives but the mag is left with an Editorial Assistant who can't spell.

Either way, whether it is Lesly (Who Dyes Wins *C+VG* Jan 86) or Lesley (a letter to me signed by her) Miss Walker does not come out of this in a very favourable light, and as a punishment should be forced to complete *Ring of Power* (yawn yawn).

However because I'm a male chauvinist pig and because Lesley is a pretty little thing, and because I have absolutely no principles, I can be bought off with a meagre T-shirt.

Mark Watson,
Lancaster.

Editor's reply: Lesly — for that is how she insists on spelling her name — is blushing furiously at being called a "pretty little thing." I think you've won her heart, Mark. Her typewriter, however, is programmed to spell her name as Lesley — hence the confusion. The typewriter can't be reprogrammed since Big Red sat on it.

• I've been confused about the new Commodore 128 and the Commodore 64. As everywhere I have seen the Commodore 128, it says it is 100 per cent compatible with the Commodore 64. Well that's where I'm stuck.

As with your reviews and others in different magazines, for example there's a 64 game in your mag, January issue, called *Commando* it says it runs on the Spectrum, C64/128, Amstrad and BBC computers. Another game called *Yie Ar Kung Fu* says it runs on the Amstrad, C64, Spectrum and the BBC, but it does not mention the 128.

Editor's reply: All C64 should work on the 128.

Sunil Abbi,
Birmingham.

• I get two great mags a month — *C+VG* and *Dragon User*. I am a very happy Dragon owner and have been since 1983.

I don't want to start the ball rolling again about the different computers, but there are still some 50,000 Dragon users and we want support. So pull your fingers out and let's have some reviews.

Other computer owners think that the new Kung Fu type games are new but I have been kicking hell out of Ninja's flying rocks and fireballs since 1983. One particular game — *Ninja Warrior* — is as playable now as it was way back in '83.

In 1984 graphic adventures came along, in 1985 even more graphic adventures and some great arcade games. December 1985 brought us *Juxta Position* the ultimate graphic adventure from Wintersoft, and also *Shocktrooper*, an arcade game loosely based on the serial V.

Don't get me wrong, I am not knocking any other makes of computer and I am not saying the Dragon's the best but since Webster, a major distributor of software, dropped the Dragon, we have to buy from mail order firms. That's why we need more support.

One last thing, you Spectrum, C64 owners who are selling your micros to upgrade don't sell them, keep them and buy yourself a Dragon as a second micro. I am also a happy owner of a 48K Spectrum, surprise, surprise, bet you didn't expect that...

Oh yes, I bought January's edition — please tell John Silverman from Aussie to press M.A.X. keys together then use arrows to select different screen to start on, then press space bar once. Willy will appear, press keys to move Willy to any part of screen he wishes to start from then press space bar again to start game. This can be done many times throughout the game.

P H Jee,
Margate.

• I have always been a dedicated arcade gamer. I like all arcade machines eg. *Pacman*, *Commando*, *Tempest*, etc. But if someone offered me chance to play what I think is the greatest arcade game of all time that would have to be *Super Don Quixote*.

That is really the reason why I am writing this letter. One day when I was in my local arcade they had a game, which was like watching a cartoon, that's right, *Super Don*. Anyway a few friends and myself had first go on this new game. After playing the game six to eight times I was really addicted to that machine and every penny I had went into it, that added up to about £15 a week.

Then one day when I went in ... it was gone! I felt really down-hearted even though I had completed if before anyone else in my town.

I looked for that game everywhere, in every arcade shop in Glasgow, Falkirk, Edinburgh etc. The only place I know of is the Funhouse in Blackpool, but that is about 150 miles from Airdrie. If anyone knows where I can find it please could you let me know.

I have tried begging with the owner of my local arcade, but to no avail, so this is my last hope.

Scott McCully
Airdrie.

• A *C+VG* Hit I read! What graphics, it sounds great! My mind is overcome with excitement!

Several weeks later, the money saved, I pop down to our local computer shop to purchase the game I wanted, but what do I find? A great game in a different box! At one time I had a nice neat row of cassettes in their boxes, but now with *Gunfight*, *Tau Ceti*, *Alien 8*, *Three Weeks in Paradise* and *Arcade Hall of Fame* all in different boxes I am having trouble.

Most of these oversized boxes contain only the one cassette anyway. They are unnecessary. If a game is good it does not need an ultra large box to prove it.

Please, please, please software companies revert back to the standard size cassette boxes.

M Chester
Cheshire

CONTINUED ON PAGE 102

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

● I have recently bought the Commodore plus 4 and I must say how disappointed I am with it.

The software is quite difficult to find. I get most of mine through mail order only to find that the game also works on the C16 which has a much smaller memory so the games are a bit basic. I am already used to the high standard of the C64, I am already thinking about selling it.

If the plus 4 has a 64K memory then there is no reason why the software shouldn't be greatly improved. More games should be designed for the Plus 4.

A Allen
Lewisham

● The other day I got a game called "Family Quiz". The packaging was great and you got a free Family Quiz Book. All very well but, it cost £12.95!

When it loads it has a title picture, then it gives you a choice of five subjects. Once you have chosen the subject it asks whether you want 10, 20 or 30 questions. Brilliant! I thought. My dad and I played it. But if you pick the same subject twice, I can almost guarantee two of the questions will be repeats. Utter rubbish I thought.

The moral of this tale is to ask for a demonstration of the game and not go for good packaging freebies!

Scott Smith
Lanarkshire

● I rushed into the newsagent and just managed to snatch November's *C+VG* from the shelves. The last copy!

On further examination I found that there was a piece of yellow tape with "FREE" printed on it attached to the front cover. Now what could that be for I wondered, as I handed over my savings to the girl behind the counter?

But, it was not until I reached home that I discovered the dreadful truth! AAAARGH! The treasured Books of Maps was — dadadadum MISSING!!!!!

Who had committed this heinous crime? Who had violated that precious commodity — a GOOD computer magazine!!

Sherlock trained minds may know, but I do not! Was it the BUGS seeking revenge for being cut from the magazine? Or was it the plot of the evil newsagent?

Seriously, though, please, wonderful, fantastic, marvellous, stupendous editor, after all this grovelling can I Please, PLEASE have a Book of Maps?

One last thing, how about some C16 listings? Contrary to popular belief, I and several of my friends do type in listing.

Laura Thomson
Victoria, Australia

Editor's reply: All right, Laura, stop grovelling. The C+VG Book of Maps is on its way to Australia right now.

● I have been buying your magazine for nearly two years and never found fault. But enough is enough. I can't take any more. I just had to write.

What, you ask, has made my blood boil? Software companies advertising products that they cannot supply.

All right, a few — and I mean a few — give some idea of release dates, but others — hell, I am fed up. I am so fed-up that I have written to the Advertising Standards Authority.

I am an Atari computer owner and in the last month I have replied to adverts from your previous issue for software advertised by Beyond and Firebird only to be told that they are not available or are not going to be made at all. Then when I receive my next issue of *C+VG* the same adverts appear again. US Gold and Activision are just as bad keeping us waiting weeks for new software.

The only decent company is English Software who make sure their games are available when advertised. I know the adverts are needed to keep costs down but couldn't you vet them or make the software companies give release dates, because when it comes down to it we buyers keep the companies in business.

Steve Watts
Fareham

● I would like to complain to this magazine and the Imagine software company because of the advertisement for *Hyper Sports* in your December issue.

The advert said *Hyper Sports* was now released on your BBC Micro £9.95. This was surrounded by Available Now in big lettering. I was very pleased when I saw this because there are no decent sport games out for the Beeb and I was anxious to buy it.

I waited for about two weeks and then I went into Birmingham to look and hopefully buy the game. I went to all of the best software places in Birmingham but I could not see it anywhere.

When I got home I rang up the Imagine software house and asked if the game had been released. The people at Imagine took ages to answer the phone and when they did answer they told me to hold the line so I waited and when they came back to the phone they said the game wasn't being released for about a month.

I waited for about six weeks and I then rang up Imagine again and they said it wasn't being released for another two weeks. I asked them why the game was taking so long to be released and they said it was already out on disk and the cassette version would be ready very soon.

I rang them up today which is four weeks since the last time I rang and they said the game wasn't being released on cassette. I was furious when they told me this because they cannot be bothered with BBC games, which is shown when you compare the BBC version of Yie-Ar-Kung-Fu with the versions of other computers which are ten times better.

They obviously had hopes of releasing the game on cassette because in the advert in C+VG the price was £9.95 and the disk version in the shops costs £11.95.

Please will Imagine buck their ideas up towards BBC games and you at C+VG be more careful and check if the adverts are true before you put them in the mag.

Stephen Lloyd
Barton-under-Neadwood
Staffs

Editor's reply: We appreciate your problem but there's nothing we can really do about it. If a software company advertises a game for a particular computer and then changes its mind, what can we do?

● Many thanks for the prompt and efficient way you passed on my letter to David Yammoni, of Australia, whose letter you featured in an earlier issue.

The Vectrex may be dead and buried but there are still a lot of us out here who mourn its passing. David has passed on to me an address in America where — but, only if there is a big enough demand — Vectrex owners can buy an Eprom cartridge previously unreleased by Vectrex games.

If there is anyone interested, please write to me c/o C+VG and I shall pass on the address.

As a newcomer to computers and adventures I especially like your Adventure section. I am grateful for any help or hints that come my way and I speak as someone who's still marooned on **Emerald Isle** and lost in the land of the **Red Moon** — I sometimes wish I hadn't bought either of them, but, every time I play them I get a little farther and, like a glutton for punishment, I keep coming back for more.

M D Farrell
Isle of Wight

● I am writing to warn readers about a software hiring club I subscribed to called Vic-20 Software Hire.

Last September I ordered three games for one week's hire enclosing £3.40. After three phone calls asking the club to hurry up with my programs, I received one of them eight weeks after ordering.

However, since then I have phoned about five more times asking the club to hurry up with my programs, and more recently to return my money.

Finally, two weeks ago, I wrote to the club saying I would write to your magazine if I did not get my money back.

Out of interest, the two games this club was unable to send me were sent to me by another club within three days.

Stuart Yalden
Leicester

END

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•Amstrad penpals wanted to swap software. Writer to Neil Robinson, 21 Cliff Street, Rishton, nr Blackburn, Lancs BB1 4EF. All letters answered.

•For sale Atari VCS cartridges: Skjy Skipper, Enduro, Asteroids, Airlock, Riddle of the Sphinx, Raiders of the lost Arc, Q*Bert, Popeye, kCombat, Atlantis, Cosmic Ark, Spece Invaders, Soccer and Pacman. Only £5 eahc or will swap for other VCS titles. Especially would like skiing, Keystone Kapers, River Raid and Ice Hokey. For these cartridges I would pay £6 or swap. Ring Church Stretton 723746 and ask for Nathan between 6 and 9pm.

•Free software: Over 40 Spectrum originals to give away. If you buy six games at cost price (£60). kThese games include Robin of the Wood, I of the Mask, 3 Weeks in Paradise, Highway Encounter, Battle of the Planets and match day. Free games include: Commando, Caulton, F.B. Boxing. Ring 01 994 1701 ask for James.

•BBC B computer plus Data Recorder, books, magazines, dust cover, and original games including Frak, Repton 2 and Alien 8. worth £410, sell for £240 ono. Phone 769 8549 after 4pm or anytime weekends.

•Wanted Atari 810 disc drive, in good working order, reasonable price paid. Telephone Stan on Romford 64793.

•Commodore 64. Originals to swap over 1000 titles. Send list to Andrew Ebanez, Ronda 76, 3-1 (25006) Lleida, Spain.

•Atari 800XL for sale only £50 still boxed. Ring 874 1109 between 6pm and 9pm please.

•48K Spectrum. Turbo Interface, Quickshot II, Data recorder, 23 games, Fairlight, Hypersports, cost over £350. All boxed. Quick sale. £160. Telephone Bury St. Edmunds 66989.

•New unopened Commodore modem and unused easy script £50 ono. Telephone 0993 850237 ask for Marc.

•Spectrum 48K, Casette deck, Kempstron and Cambridge programmable interfaces, Quickshot I joystick, 70 games (originals), inclusing the hits 3D Starstrike and Deathstar Interceptor, wotth £350 going cheap for £80 ono. Phone (0905) 840550 ask for Andrew.

•Commodore 16 and data cassette and 2 Joysticks and 25 gfames and manual and intro manual in excellent condition £85 the lot. Willie Wilson, 5 Lawrie Way, Larkhall, Lanarkshire ML9 2ST.

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•**Commodore 64** software for sale. Many titles including Tir Na Nog, The Hobbit and jSpy Vs Spy. Tape only. From £1.00. Send sae to Helen Young, 43 Ashleight Road, Exmouth, Devon EX8 2JY or phone Exmouth 263331.

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•**Atari users.** If you are intersted in joining our magazine-based user-group, then contact Paul Hollins 114 Queens Road, Cheadle, Hulme, Cheshire SK8 5HS. Telephone (061) 485 1126. Also basic and machine code programmerse, please get in touch. Any atari user in the worth can join.

•**Spectrum 48K** games to swap. I'd like to Goonies, Friday the 13th, Winter games, Starstrike 2, Critical Mass, etc. Will trade for other new games: Exploding Fist, Rambo, Now Games 1 and 2 etc. Send me your list and I'll send you mine. Sampo Jukarainen, Ansatie 15, 02940 Espoo 93, Finland.

•**Atari Quicksave** allows you to save programs on cassette much more quickly than normal. Files produced are completely standard. On tape for £5. Peter Rankin, 48 Loanhead Street, Coatbridge ML5 5DQ.

•**Vic 20 for sale,** C2N recorder, 16K Rampack, 21 gfames, 2 cartridges, £85 ono. N. Henderson, Scaleby Mill, Scaleby, Carlisle, Cumbria CA6 4LF.

•**Bedfordshire Atari user group** wishes to contact other groups in U.K. and overseas. We have programs to swap on disk only. Please contact John (Luton 0582 866124) for details.

•**Atari 1010** cassette over 100 software tapes—Crystal Castles, Landscape, Rescue on Fractulas, Mr Robot, Fort Apocalypse, Bruce Lee, Alley Cat, N.Y. City. Night Mission and many many more. All software at a giveaway price. Please write to Steve, 121 Chesterfield Road, St Andrews, Bristol BS6 5DS. For full list.

•**CBM 64 owner** wishes to swap U.S. games. E.g. Gyruss, Popeye, Slamball, Star Wars, etc. wants Pegasus and Perseus, Alpha Omega Run and others. Phone 0255 474468 and ask for Paul.

•**CBM 64** + C2N data recorder and speech synthesiser and music maker + joystick + over £100 worth of software for sale in good condition. Worth well over £400 sell for £300 the lot. Ring 848 1203 after 5pm Monday-Friday.

•**Atari 410** program recorder—very gradually refused to load programs—may be useful for spares of for someone who has the knowhow to fix—£10. Nick, 2 Ambleside Road, Whitby, Ellesmere Port, South Wirral L65 9DQ.

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•**Spectrum** +, data recorder, light pen, Currah speech, Turbo Interface, softweare, books, magazines, excellent condition, sale price £165 onl. Contact Allan 381 3018.

•**Spectrum** +, Spare leads, Kemston and Interface 2, Kisho recorder, £700 software wortth £1000 accept £270 ono. Contact Ian, 22 Latton Close, Walton on Thames, Surrey for better info. (Quick sale).

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•**48K Spectrum with W.H. Smith's tape recorder also Kempston interface. Quickshot II joystick and the starter pack of games. £50. Telephone (0509) 503727.**

•**Commodore 64/128** to swap. I have many titles on disk only. Send your list with latest games to: Graham Hunter, 48 Wakefield Ave, Edinburgh, EH7 6TL or phone (031) 669 2519.

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• **Spectrum 48K tapes for swapping including Alien 8, The Rocky Horrow Shoiw, Terrormolinos, Lords of Midnight, Lunar Jetman wanting F. B.'s Boxing, Spy Vs Spy, Nick Faldo's GFolf, Summer Sports International Basketball. Write to Donny Holyoake, 28 Ardview, Port Ellen, Eslay, Argyll, Scotland or call 0496 2276.**

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•**CBM games to swap** including Who Dares Wins II, Paradroid, Nexus, Winter games also available are various utilities and music. Please send lists to Brian Dixon, 32 Orchard Grove, eastwood, Liegh Essex SS9 5TR.

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•**Atari 520** and CBM 64. I want to swap software and information for this computer. Special greeting to Uwe B. Write to P. Hinterlechner, Brahmsstr 26, 6103 Griesheim, West Germany.

•**Commodore 64** penpals wanted to swap ideas and games. Please contact Richard, 14 Verdum Road, BArnes, London SW13 9AY or telephone (01) 748 1895.

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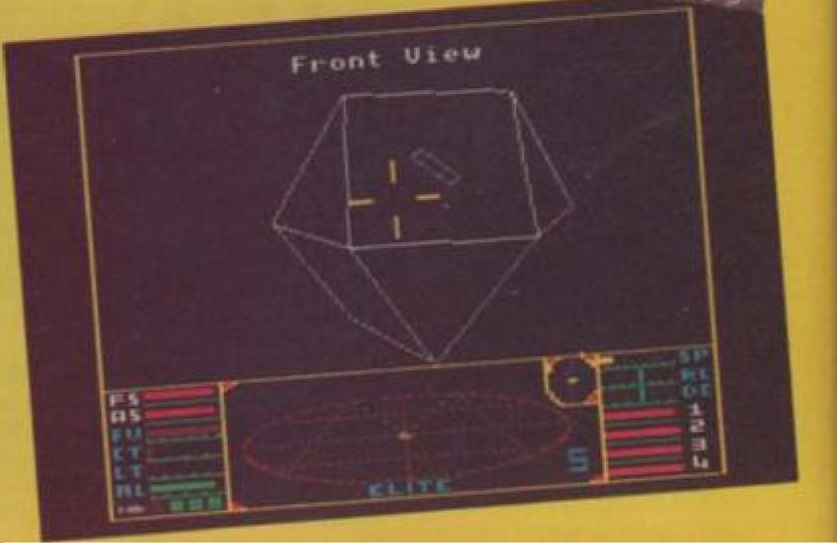
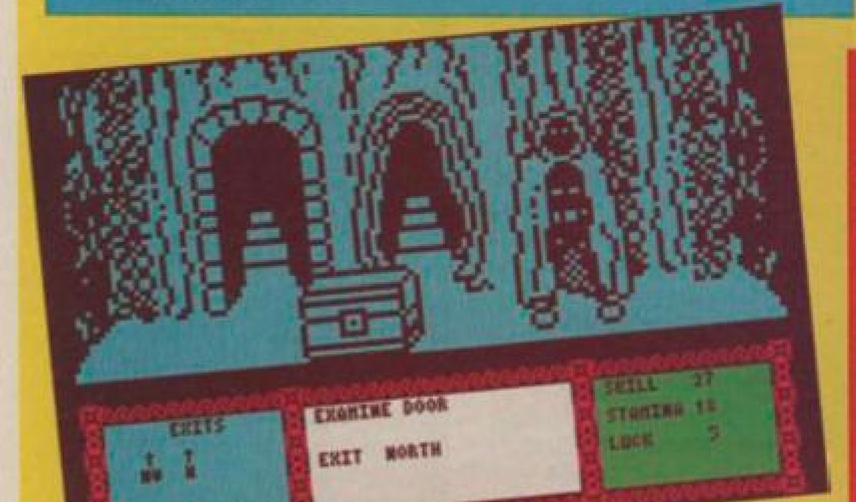
Read all about it! *Fleet Street Editor* is an amazing utility for the Beeb—and is soon to appear on the Amstrad and Atari ST. Our ace newshound Jim Douglas has been hard at work on his Beeb to bring you an in-depth look at the software which could help you rival Eddie Shah and Rupert Murdoch. And it's all on pages actually created using the Fleet Street Editor package and the Beeb. A first for *C+VG* in our May issue out on April 16th. Don't miss this scoop shock horror probe!

Plus: Tons of software and other goodies up for grabs in May's *C+VG*. It's crammed with competitions as usual. There's our Way of the Tiger poster competition from Gremlin Graphics.





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EXIT NORTH

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LUCK 5

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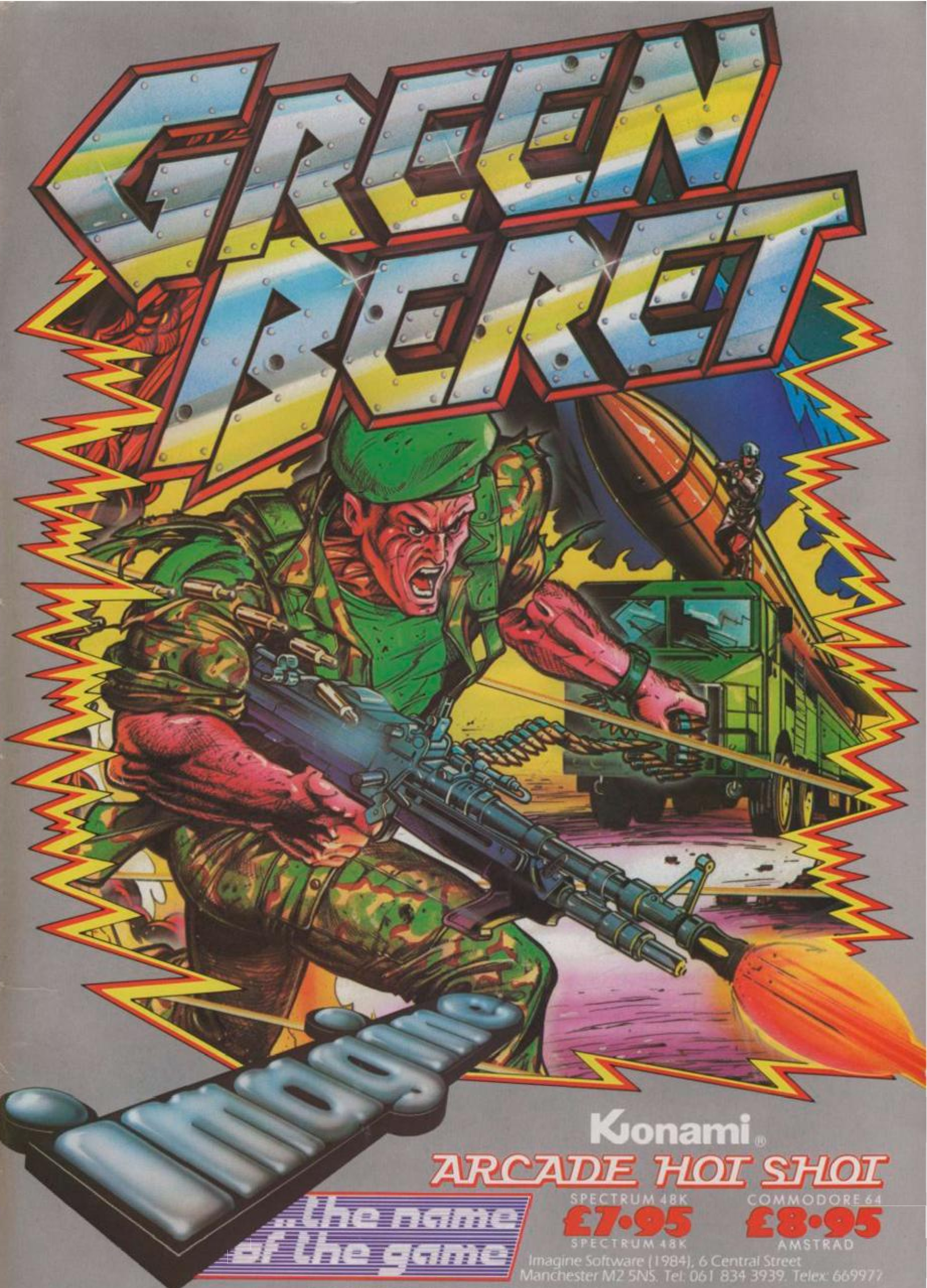
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